

# "The Prince Who Wanted Everything"

1025-167

## Final Board

Date 01/15/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 01/15/14
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Adam Muto

Storyboard by  
Kent Osborne,  
Bert Youn, & Adam Muto

JAN 23 2014

START

ADVENTURE TIME



Page 01

Sc. 01

Pnl. A

Bg.

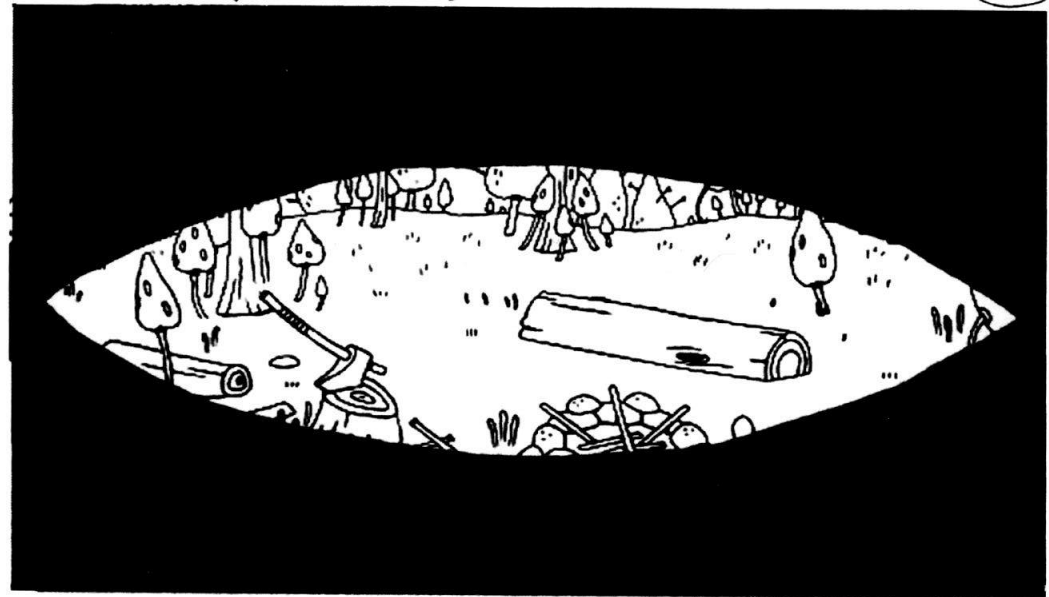
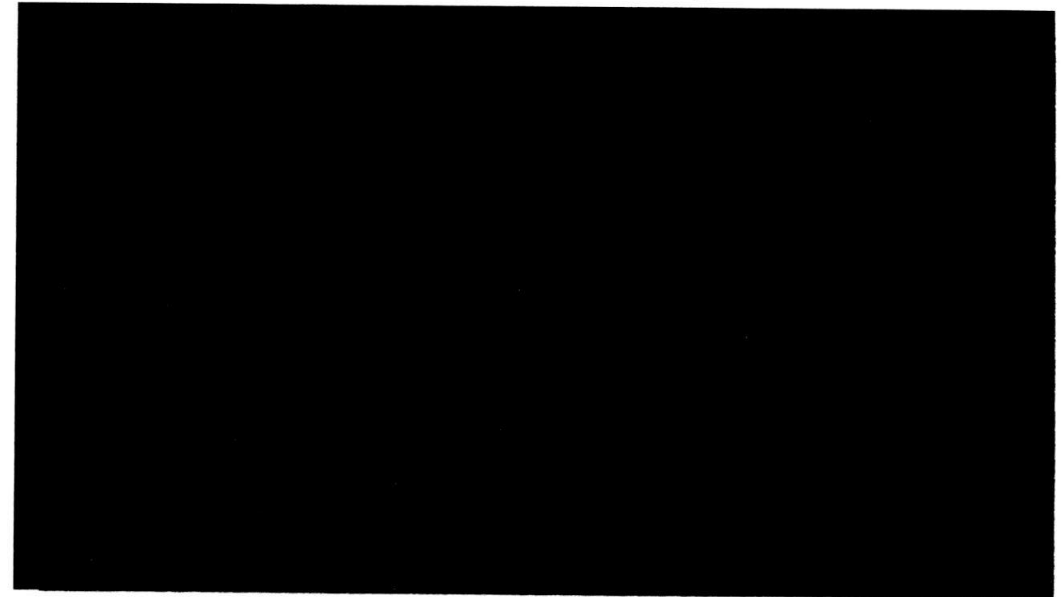
day night

Sc. 01 *CONT*

Pnl. B

Bg.

day night



Dialog:	IK/ (OS) (GROANING)	
Action:	BLACK	EYES OPEN, IK'S P.O.V.
Timing:		

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ADVENTURE TIME



*Cut*

Sc. 01 *CONT* Pnl. C Bg.

*D*



*starts pan stop*  
→

Dialog:

IK/ (OS) HUH? WHAT? WHERE AM I?

Action:

PAN ACROSS LSP'S CAMP

Timing:

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# ADVENTURE TIME



Page 03

Sc. 02

Pnl. A

Bg.

day night

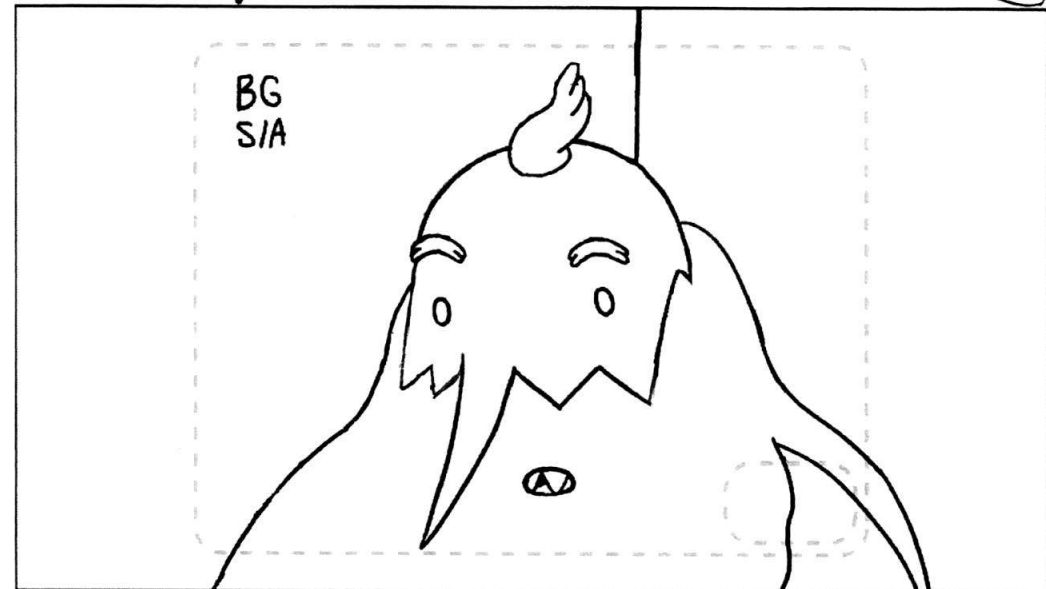


Sc. 02 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



IK/ GUNTHER?



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# ADVENTURE TIME



Page 04

Sc. 02 *CONT*

Pnl. C

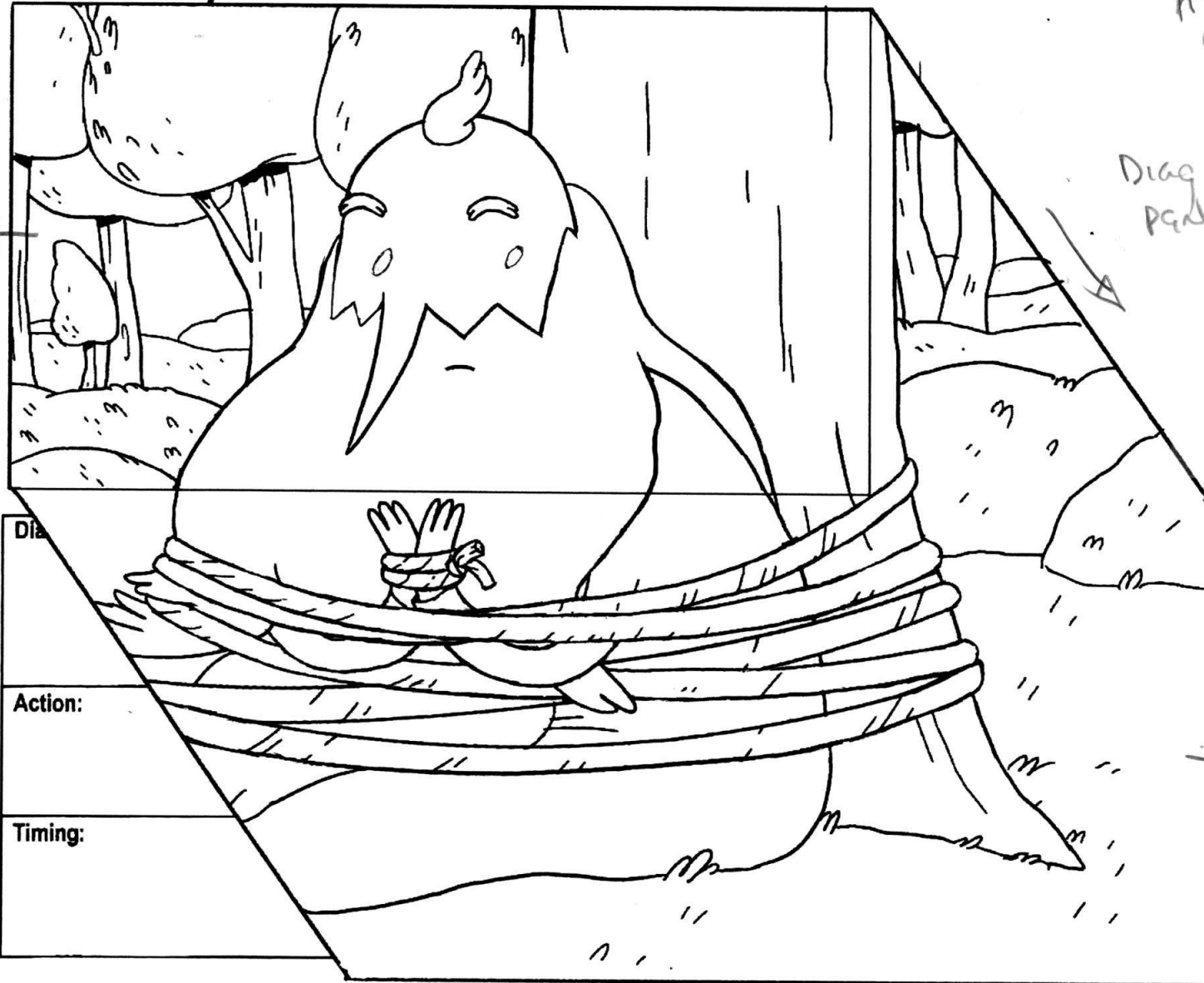
Bg.

day night

*HS  
Cut*

*Diag  
Pgn*

*Start*



- PAN DOWN TO SHOW THAT  
IK IS TIED TO TREE.

*(D)*

*A Stop*

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10  
cut

# ADVENTURE TIME



Page 05

10  
cut

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Sc. 03

Pnl. A

Bg.

day night



Sc. 03 CONT

Pnl. B

Bg.

day night



Dialog:

IK/ GUNTHER?

Action:

- IK LOOKS RIGHT

(A)



- IK LOOKS AT FEET



Timing:

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ADVENTURE TIME



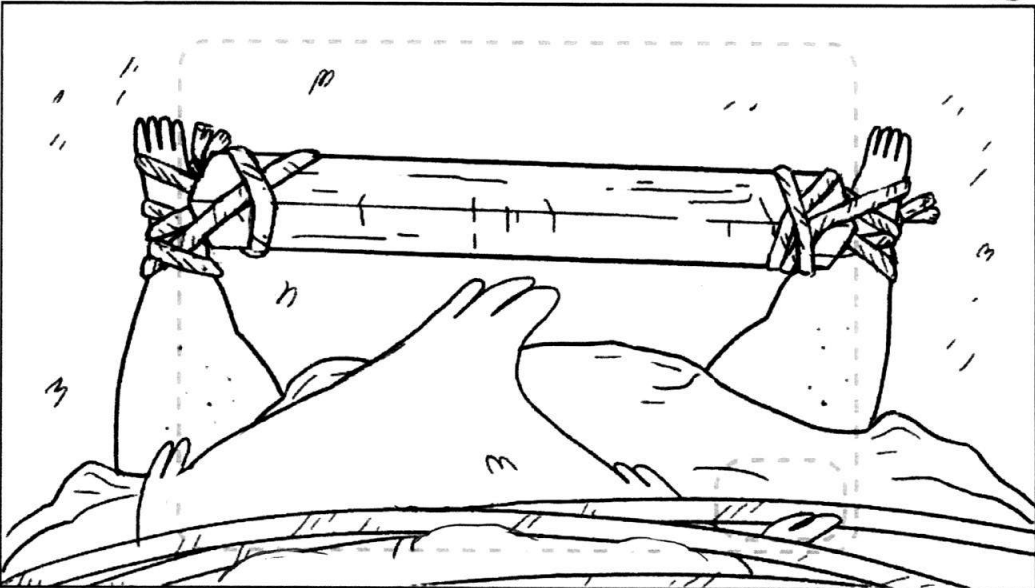
He cut

Sc. 04

Pnl. A

Bg.

day night



Sc. 05

Pnl. A

Bg.



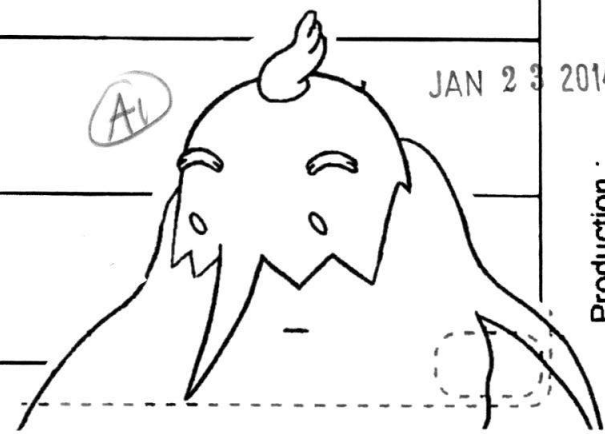
Dialog:

IK/ I DON'T THINK THIS IS GUNTHER.

Action:

- IK'S FEET SEPARATED BY A WOODEN BLOCK

Timing:



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Page 6A  
7NEW  
day night

Sc. 5 *CONT*

Pnl. B

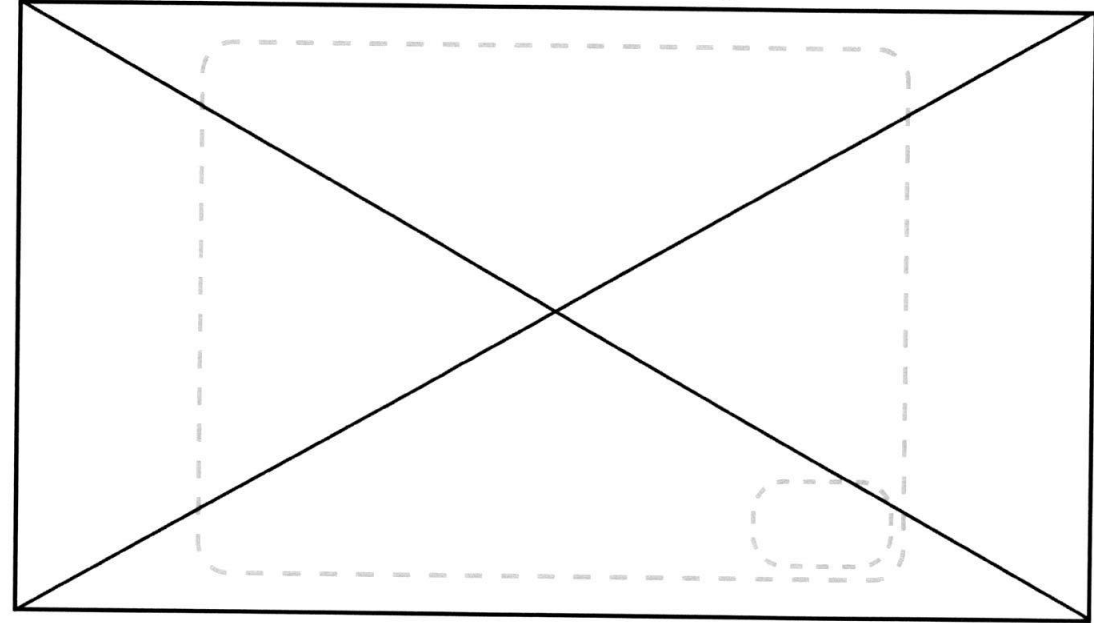
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

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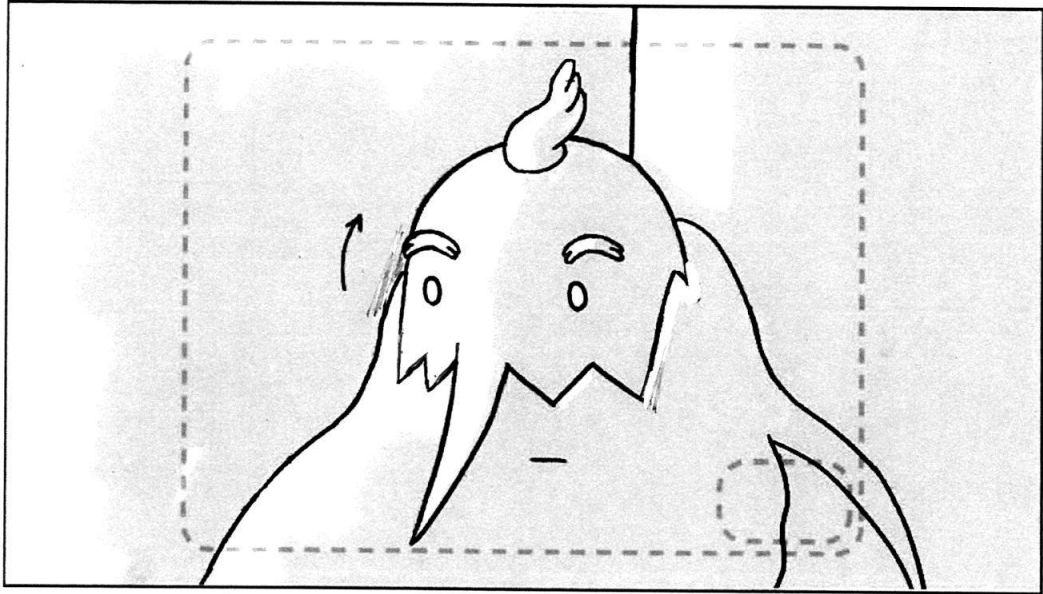
Page 07

Sc. 05 *CONT*

Pnl. C

Bg.

day night

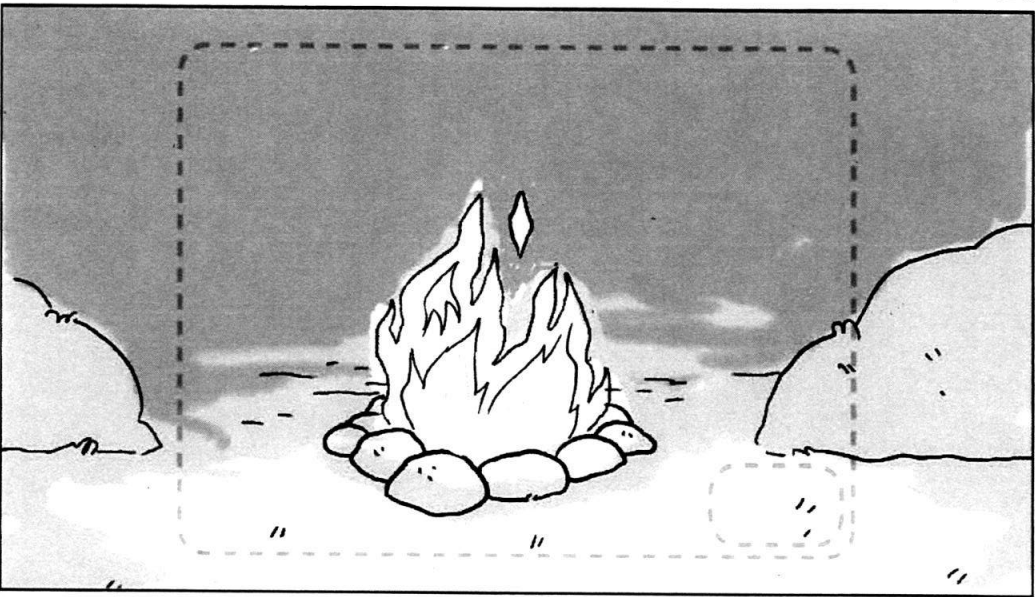


Sc. 06

Pnl. A

Bg.

day night



Dialog:

SFX: \*FWOOSH\*

Action:

- FIRE ILLUMINATES KE KING
- IK LOOKS UP.

Timing:

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# ADVENTURE TIME



NO  
SC 7

Page 08

Sc. 06 *CONT*

Pnl. B

Bg.

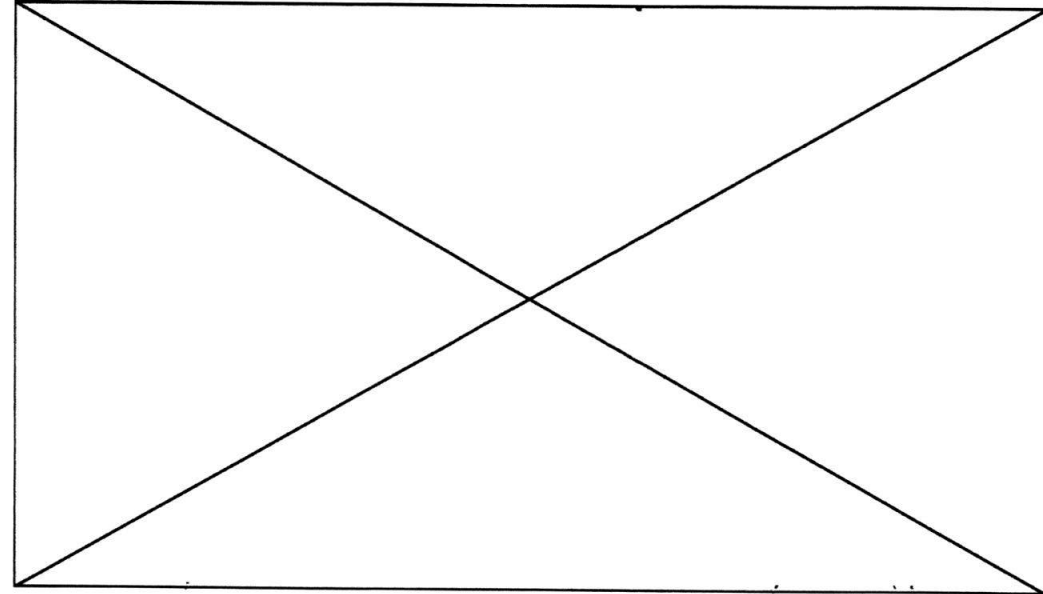
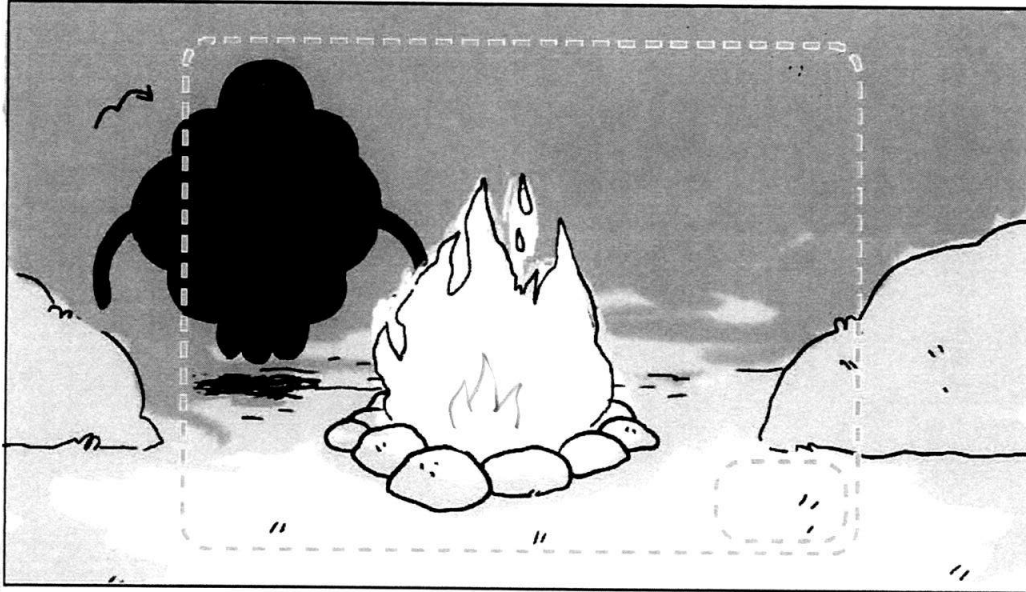
day night

Sc. *Cont*

Pnl.

Bg.

day night



Dialog:

Action:

DARK FIGURE EMERGES FROM SHADOWS

Timing:

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HW  
cut

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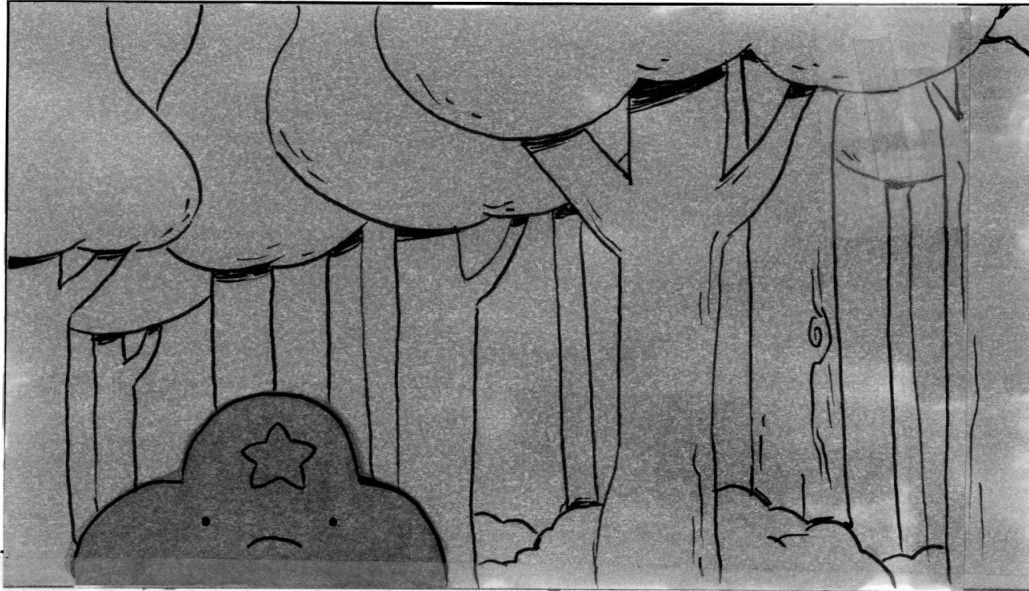
Page 09

Sc. 08

Pnl. A

Bg.

day night



Sc. 08 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

FIGURE APPROACHES, SLIGHT 3/4 TO CAMERA

\_ RIM ANIMATES

Timing:

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ADVENTURE TIME

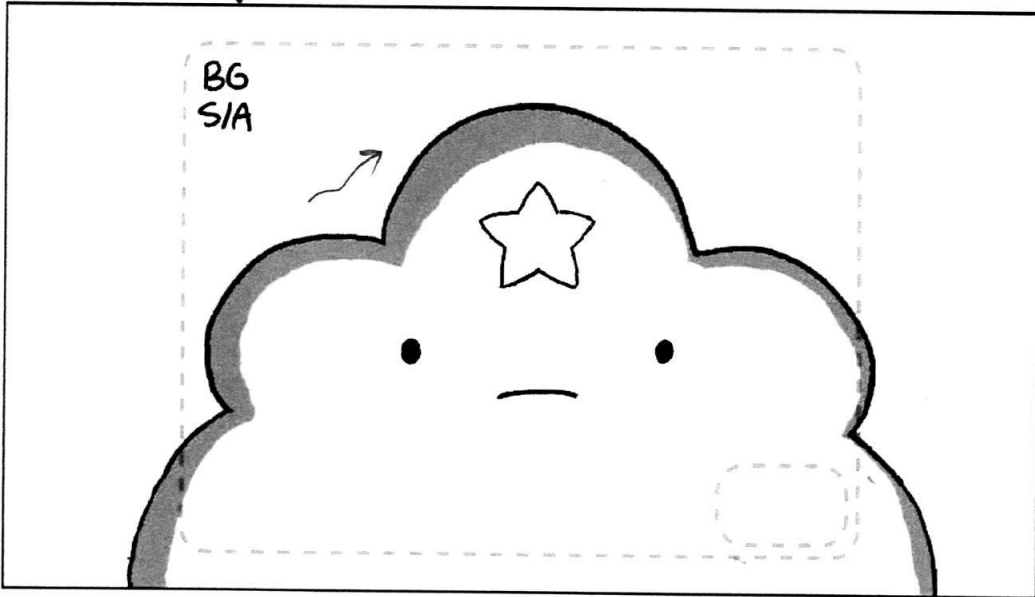


Sc. 08 *CONT*

Pnl. C

Bg.

day night

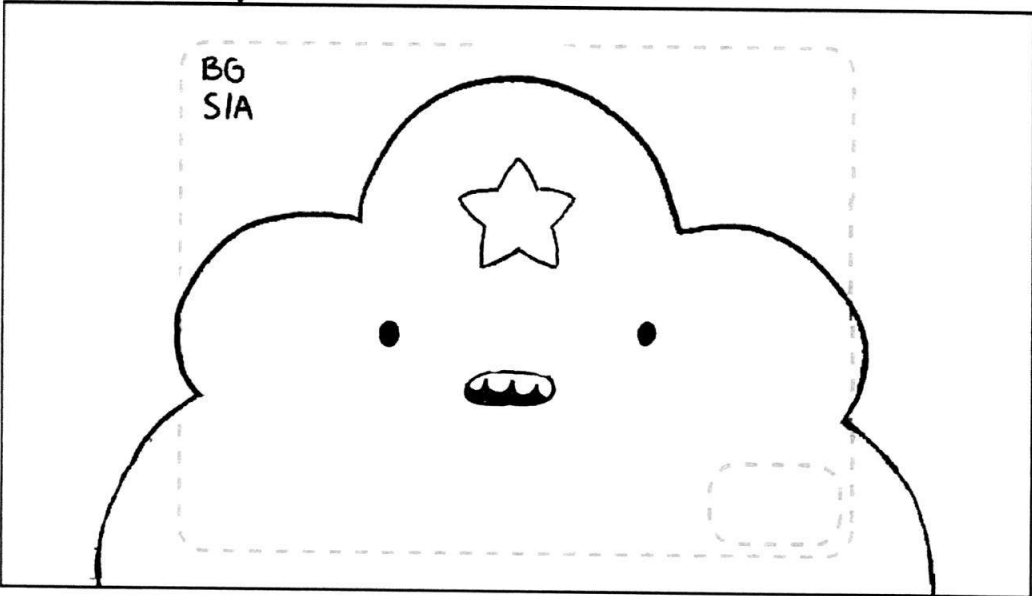


Sc. 08 *CONT*

Pnl. D

Bg.

day night



Dialog:

LSP/ IT'S ME, ICE KING.

Action:

-LSP FLOATS FORWARD INTO FIRELIGHT.

Timing:

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*Handwritten:* Hw cut

Hu  
Cut

# ADVENTURE TIME



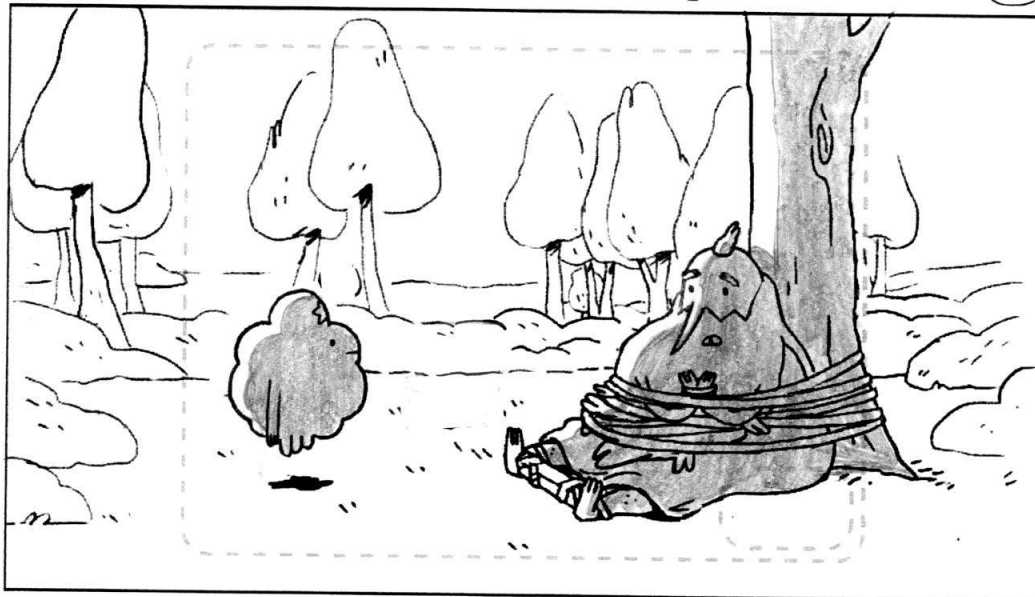
Page 11

Sc. 09

Pnl. A

Bg.

day night

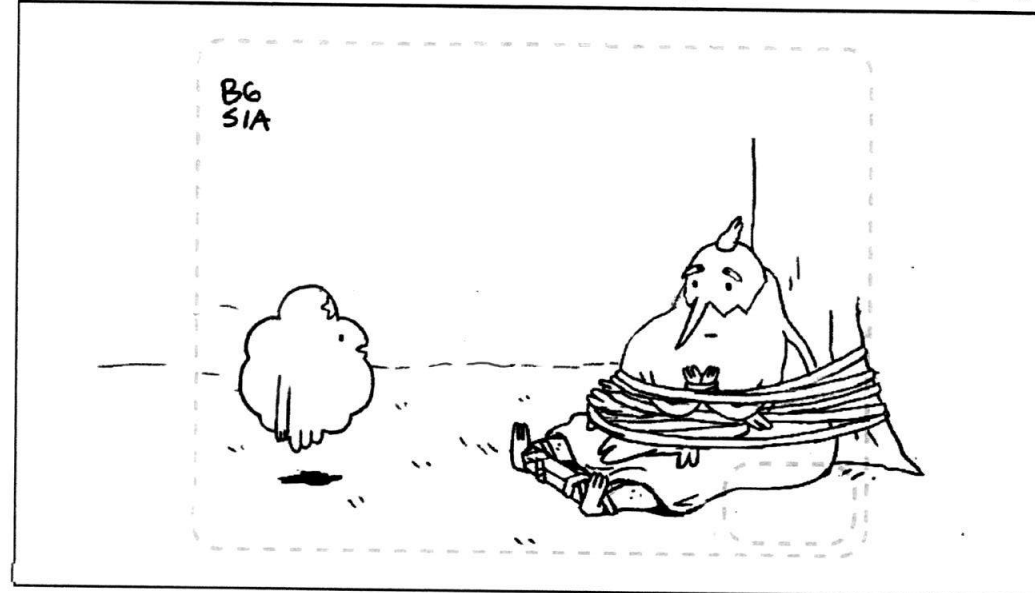


Sc. 09 CONT

Pnl. B

Bg.

day night

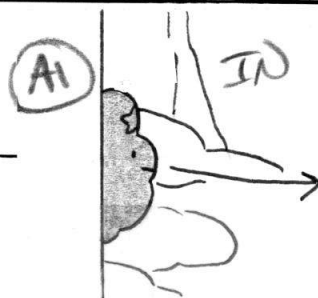


Dialog:

IK / LUMPY SPACE PRINCESS?

LSP / YEAH.

Action:



Timing:

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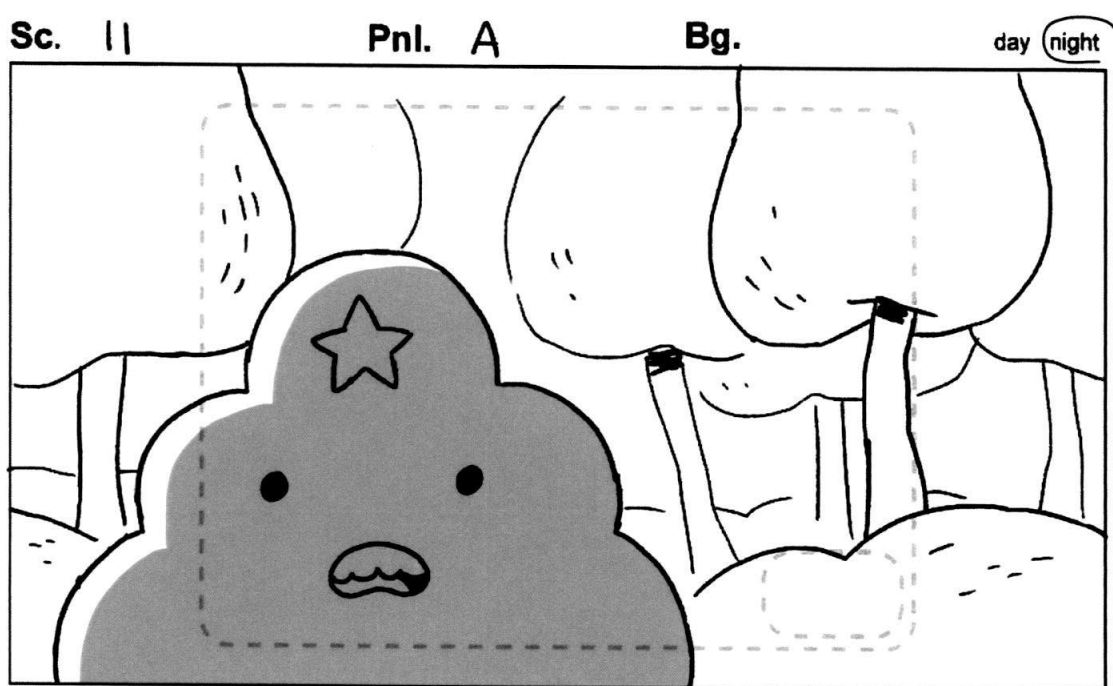
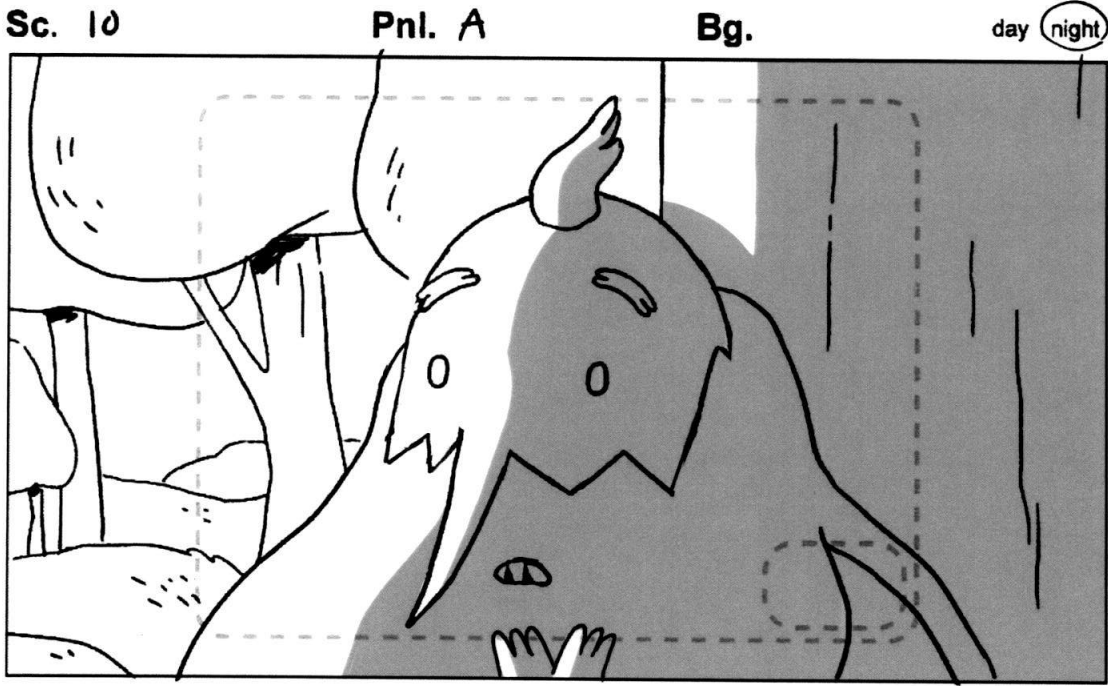
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1025/167

the cut

# ADVENTURE TIME



Dialog:	
IK/ AND YOU'RE DOING THIS BECAUSE YOU LIKE ME?	LSP/ NO. ICE KING, LISTEN.
Action:	
Timing:	

*(A2) Hands together*

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# ADVENTURE TIME



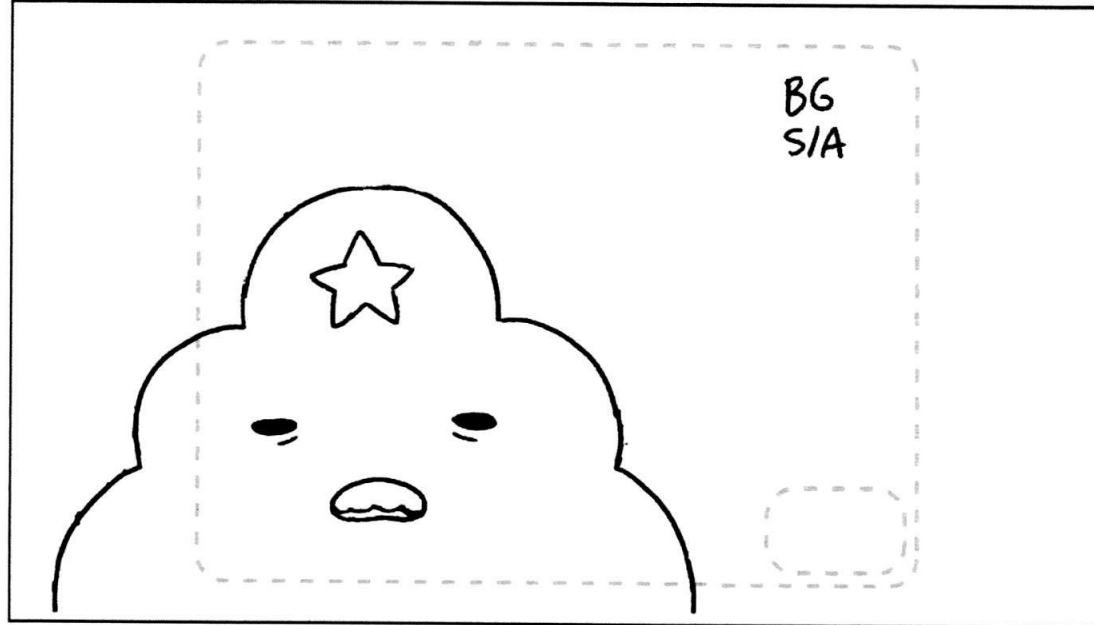
Page 13

Sc. 11 *CONT*

Pnl. B

Bg.

day night

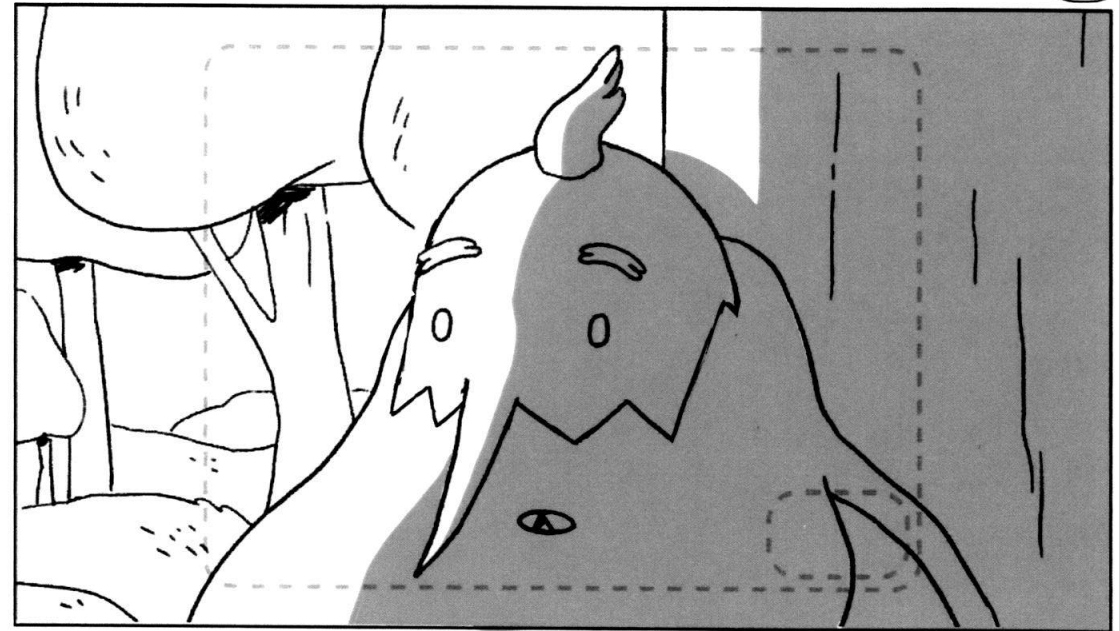


Sc. 12

Pnl. A

Bg.

day night



Dialog:

LSP / I'M GONNA GIVE YOU THE STRAIGHT DOPE.

IK / OKAY.

Action:

- LSP NARROWS EYES

Timing:



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Cut

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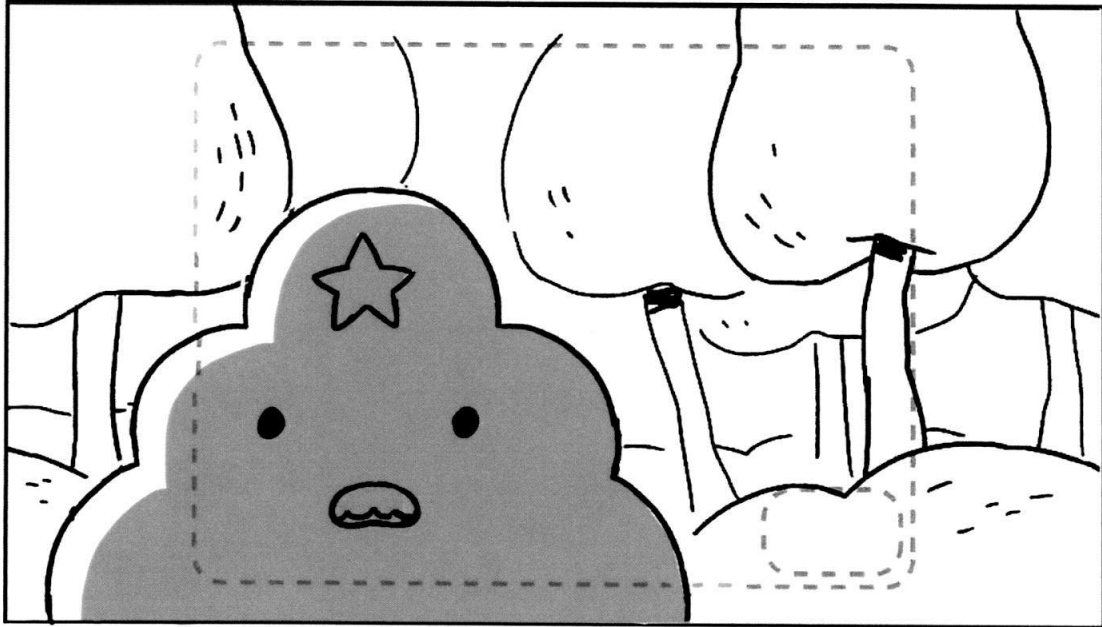


Sc. 13

Pnl. A

Bg.

day night

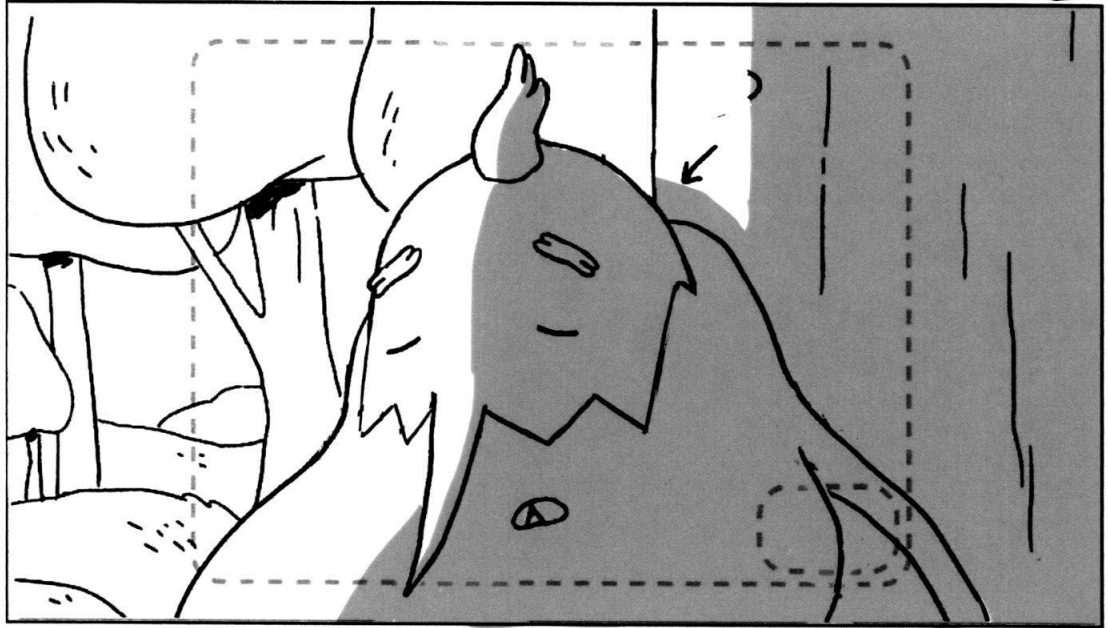


Sc. 14

Pnl. A

Bg.

day (night)



Dialog:

LSP/ YOU'RE WEIRD AND OLD AND  
YOU KIDNAP PRINCESSES.

Action:

Timing:

IK/ I KNOW... JAN 23 2014



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Cut

1025/167

# ADVENTURE TIME



NO SC  
16

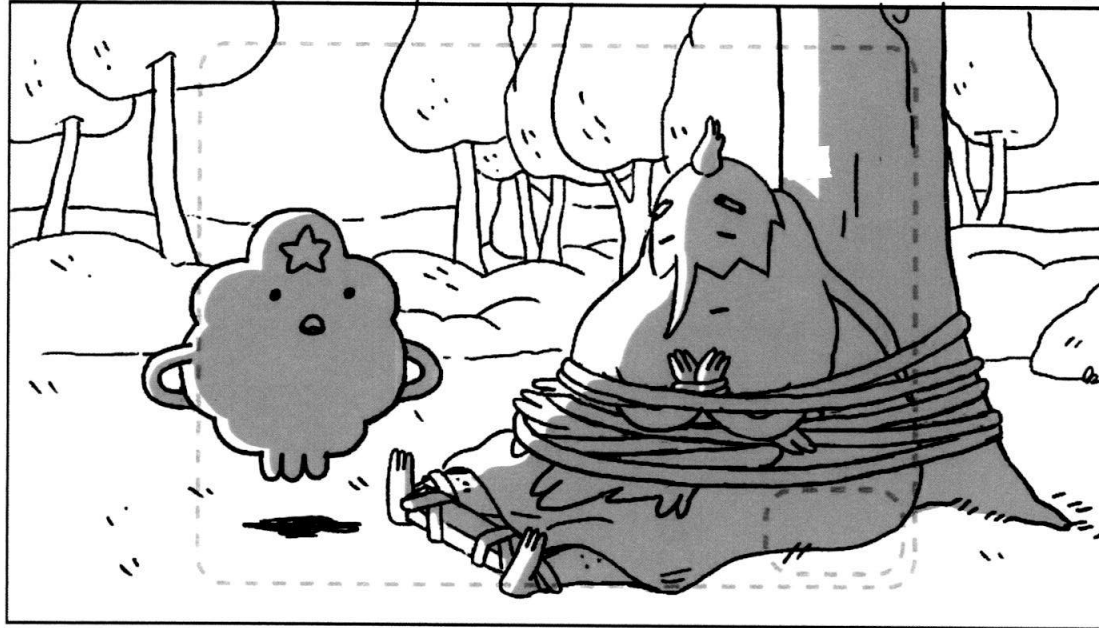
Page 15

Sc. 15

Pnl. A

Bg.

day night

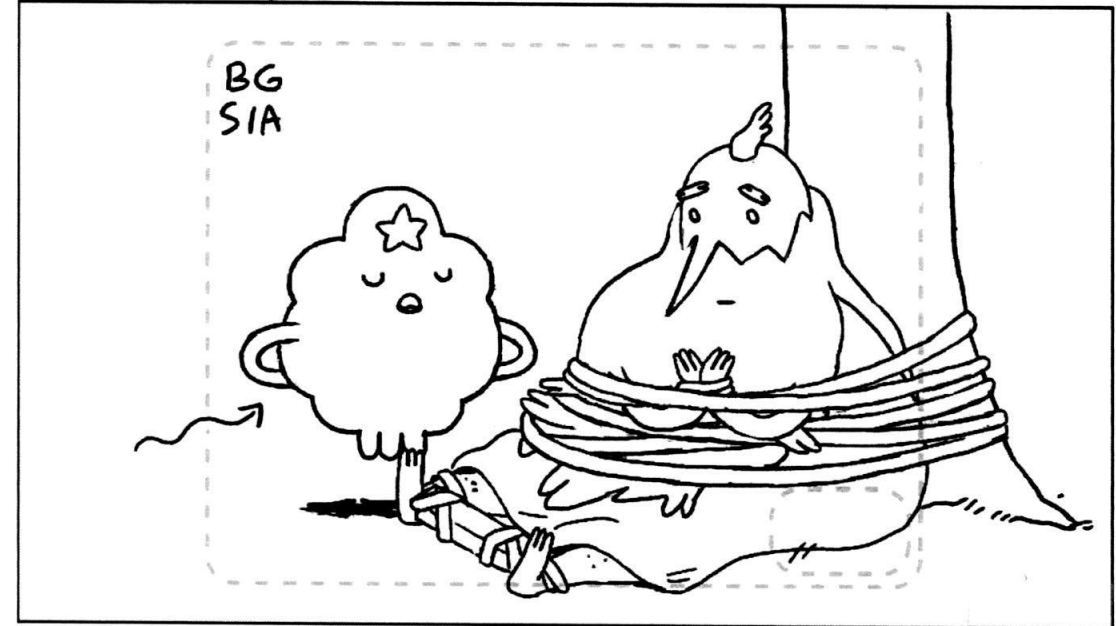


Sc. 15 CONT

Pnl. B

Bg.

day night



Dialog:

LSP/ BUT I ASKED YOU HERE TONIGHT

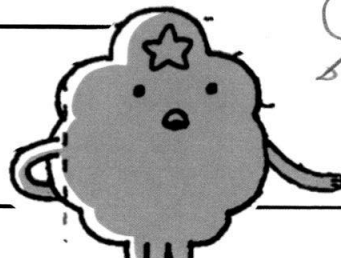
LSP/ BECAUSE I WANT TO KNOW  
WHAT YOU THINK OF THIS

Action:

- IK LOOKS UP.

- LSP FLOATS FORWARD.

Timing:



A1



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Production

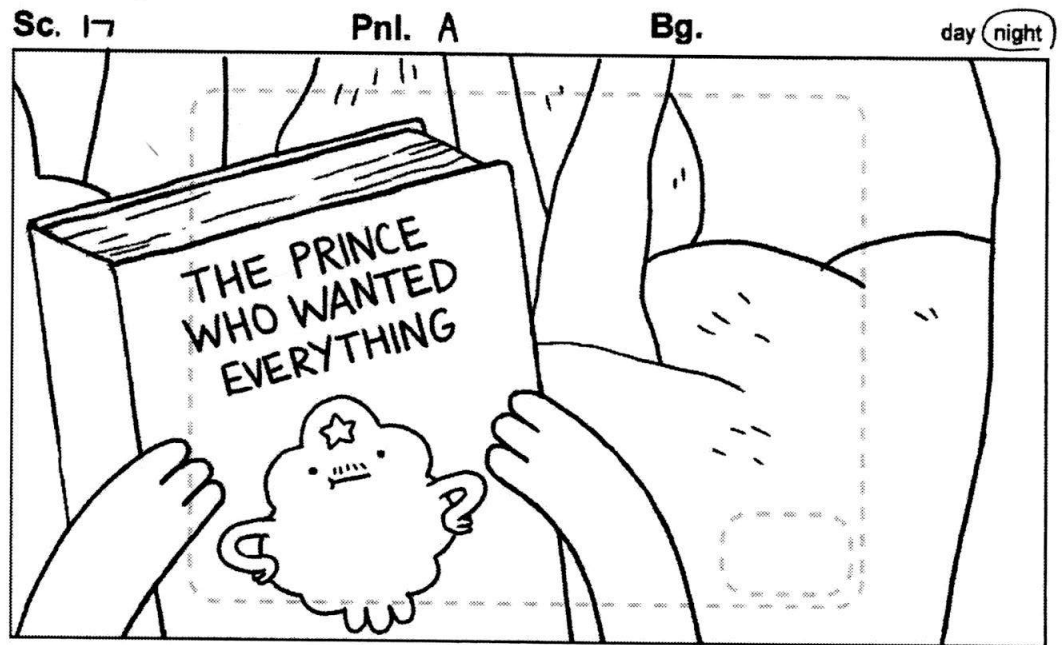
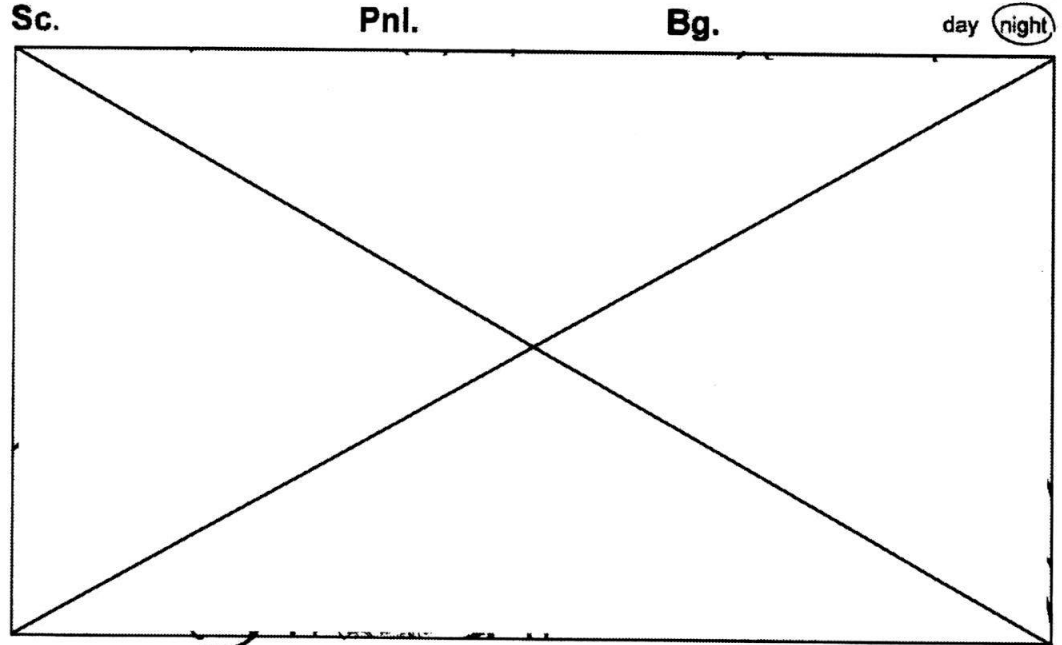
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Dialog:

Action:

Timing:

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# ADVENTURE TIME



Page 17

Sc. 17 *CONT*

Pnl. *B*

Bg.

day night

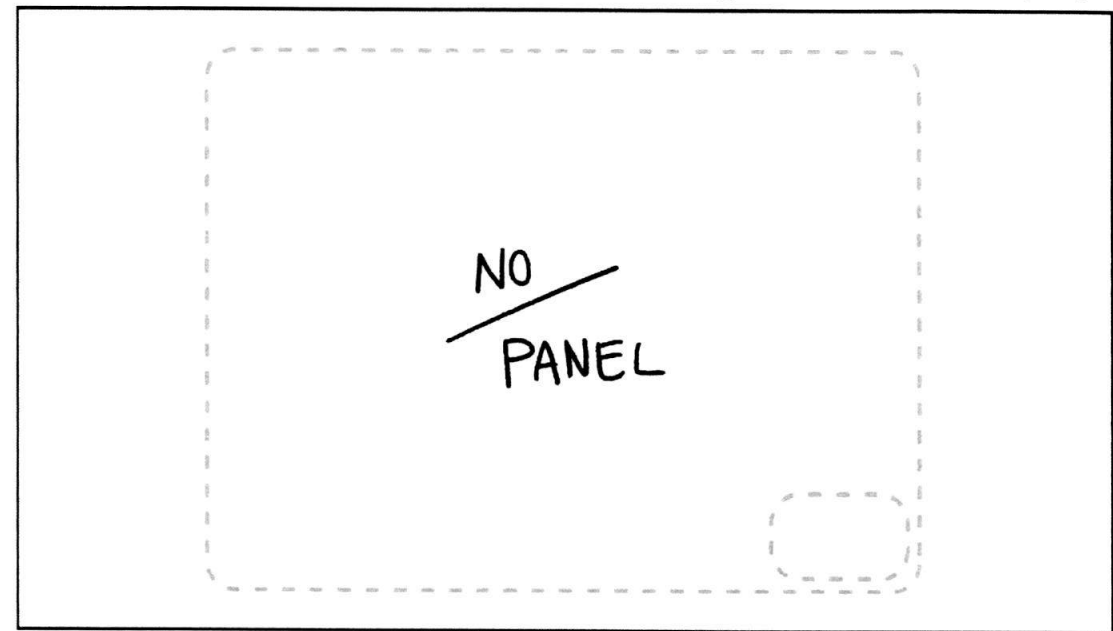


Sc.

Pnl.

Bg.

day night



Dialog:

IK / (READING) "THE PRINCE WHO WANTED EVERYTHING ..."

Action:

Timing:

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Production :

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ADVENTURE TIME



Page 18

Sc. 17 CONT

Bg.

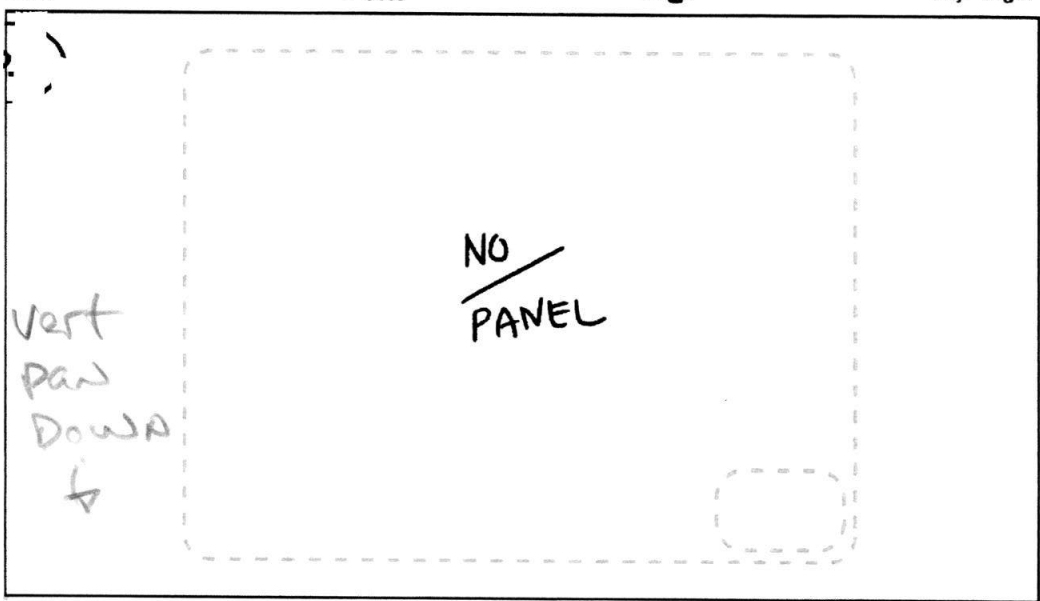
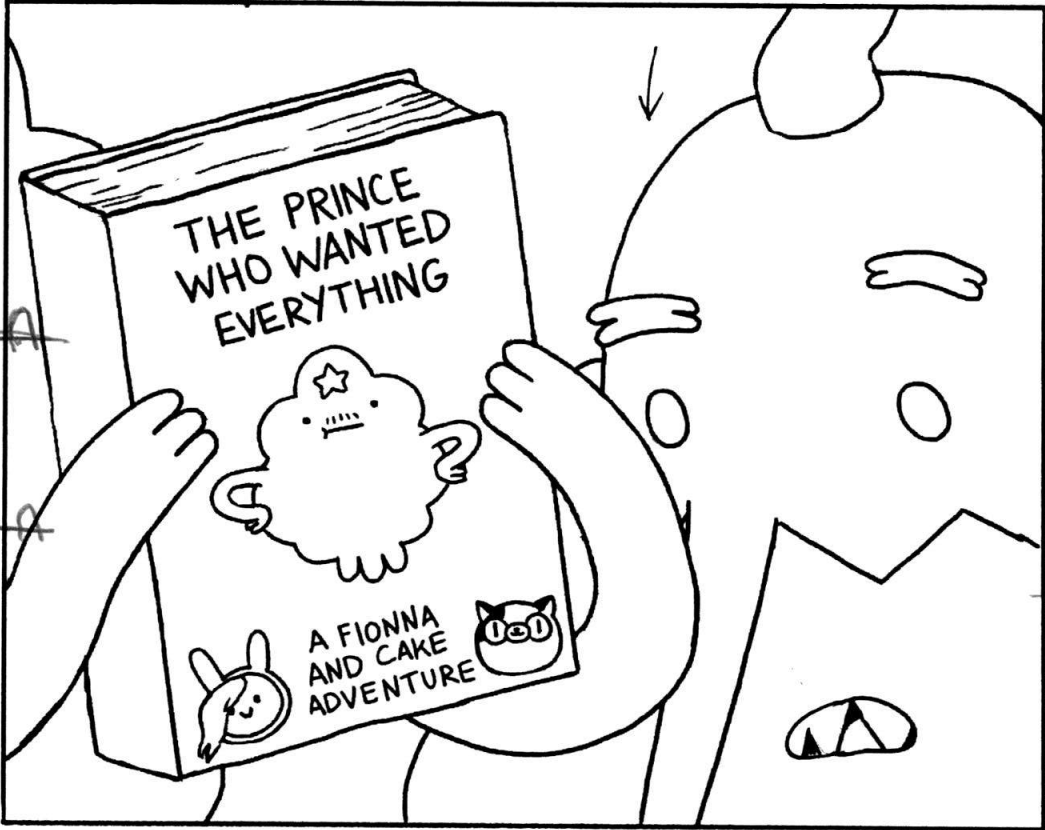
day night

Sc.

Pnl.

Bg.

day night



IK/ "A FIONNA AND CAKE ADVENTURE?"

- IK MOVES HEAD DOWN, SHORT ADJUST

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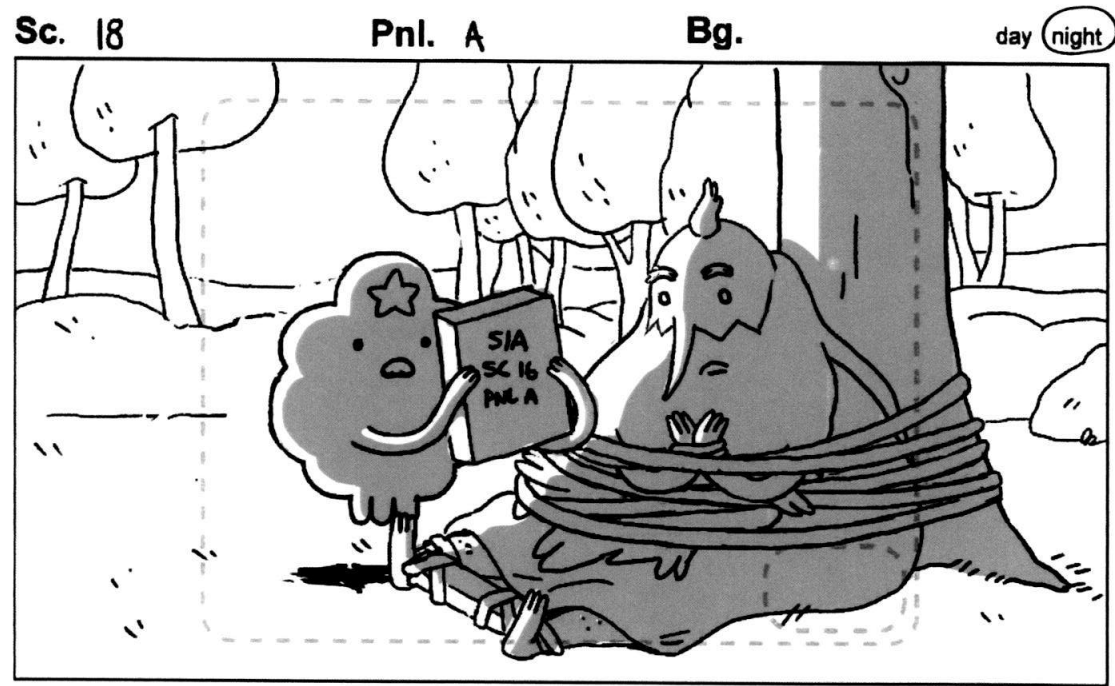
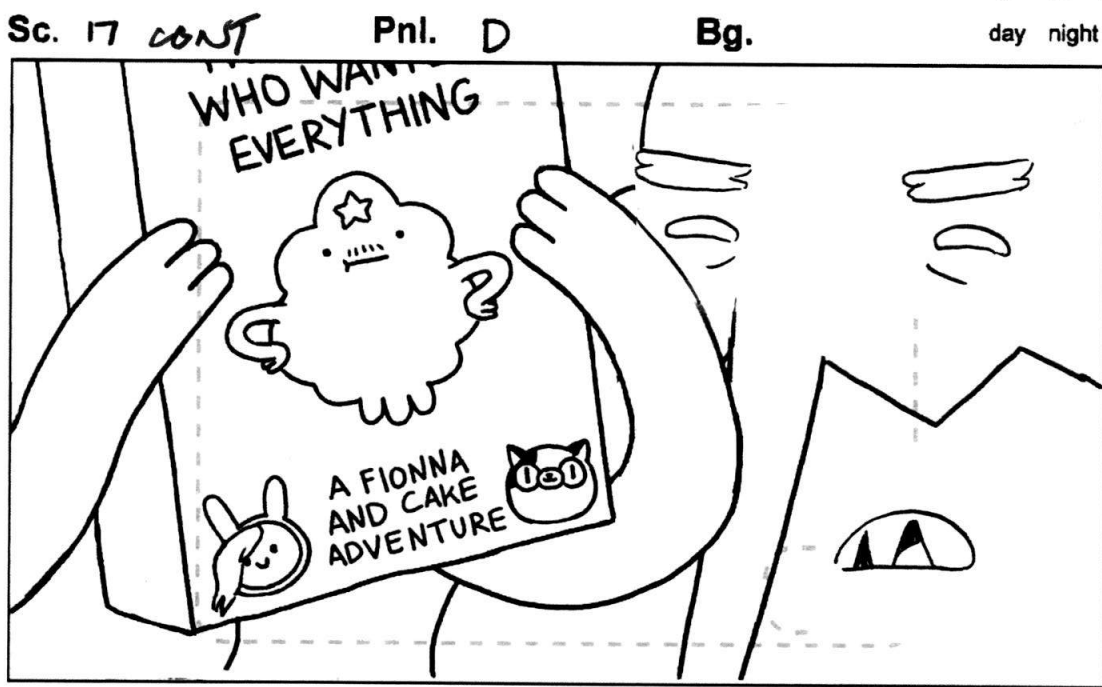
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Dialog:	IK/ Ay why isn't my name on there?	LSP/ I WANT YOU TO READ IT BECAUSE YOU'RE THEIR DAD.	JAN 23 2014
Action:			
Timing:			

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ADVENTURE TIME

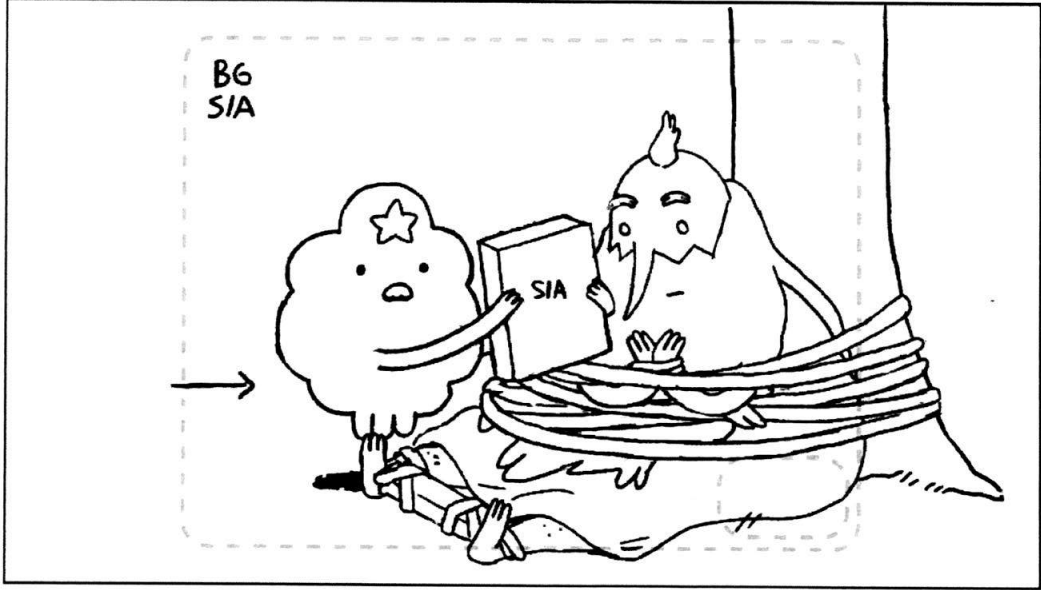


Sc. 18 CONT

Pnl. B

Bg.

day night

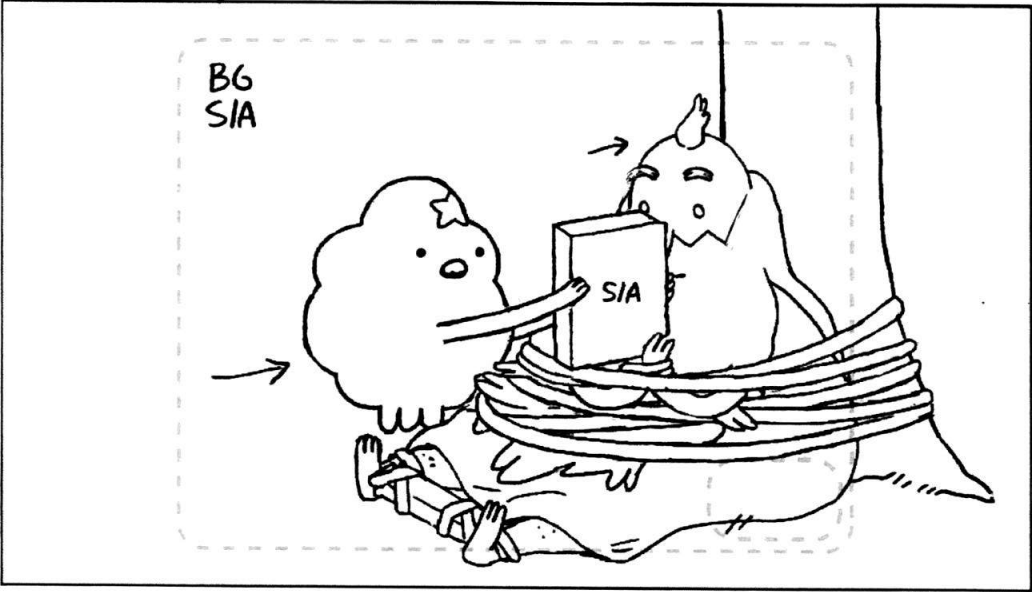


Sc. 18 CONT

Pnl. C

Bg.

day night



Dialog:

LSP/ PLEASE BE THEIR DAD RIGHT NOW AND  
BRING THEM TO -

LSP/ LIFE.

Action:

Timing:

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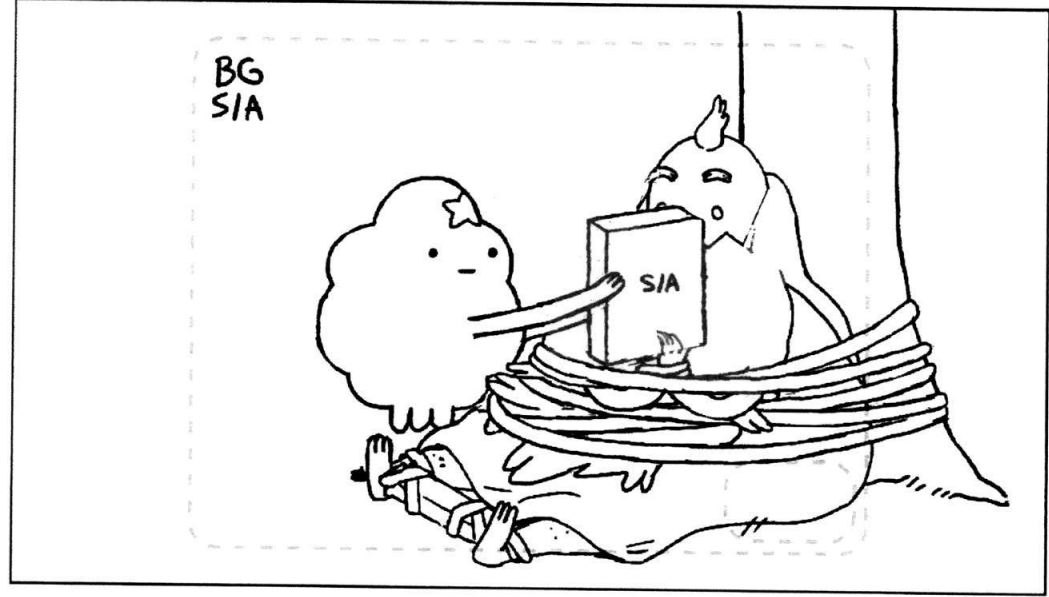


Sc. 18 CONT

Pnl. D

Bg.

day night

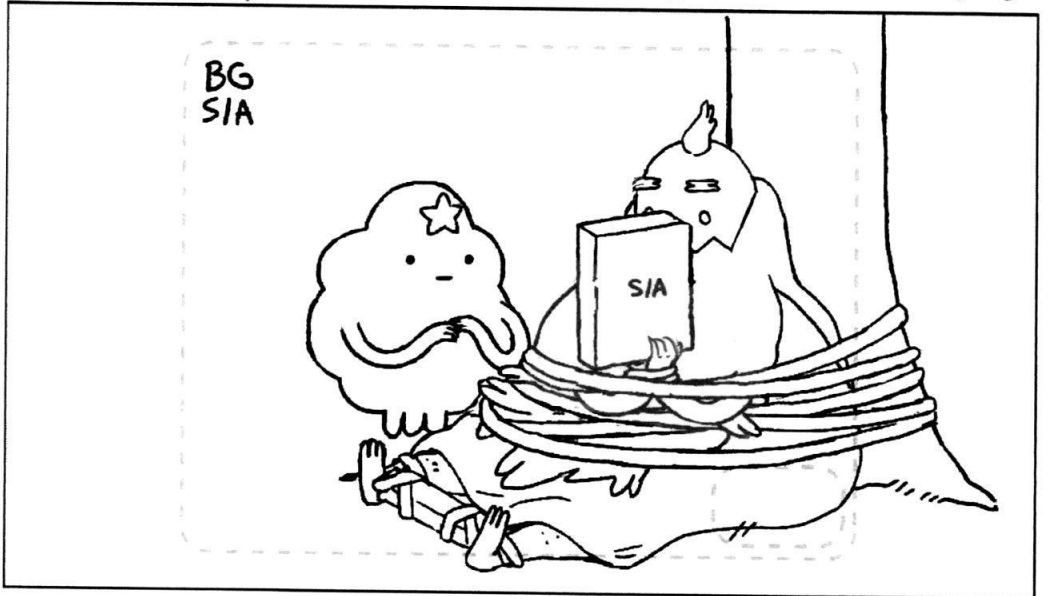


Sc. 18 CONT

Pnl. E

Bg.

day night



Dialog:

IK/ (SIGH) OKAY

Action:

- LSP SHOVS BOOK INTO IK'S HANDS/FACE

Timing:

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# ADVENTURE TIME



Page 22

Sc. 18 *CONT*

Pnl. *F*

Bg.

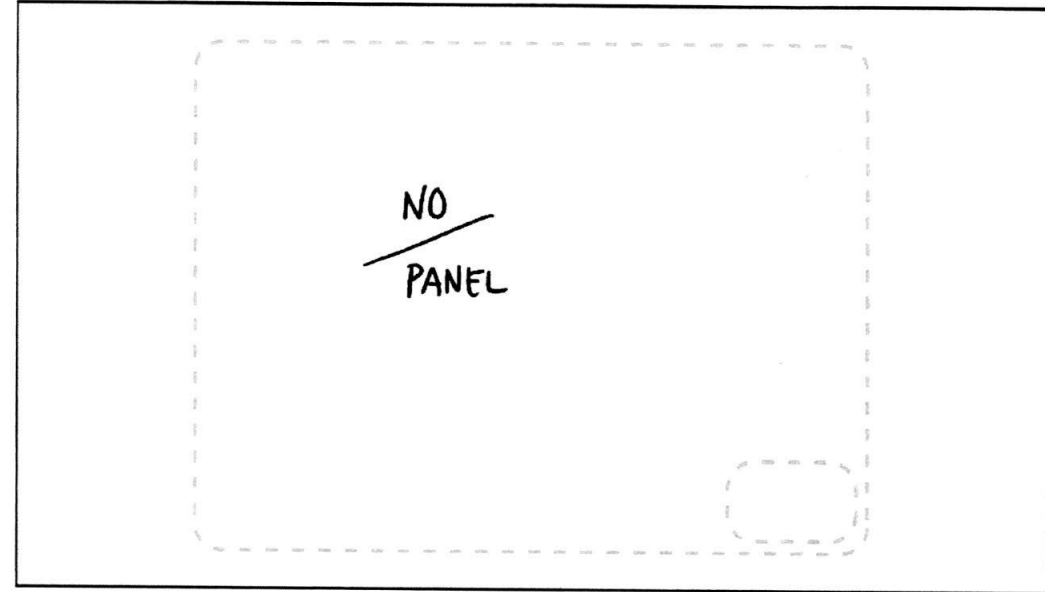
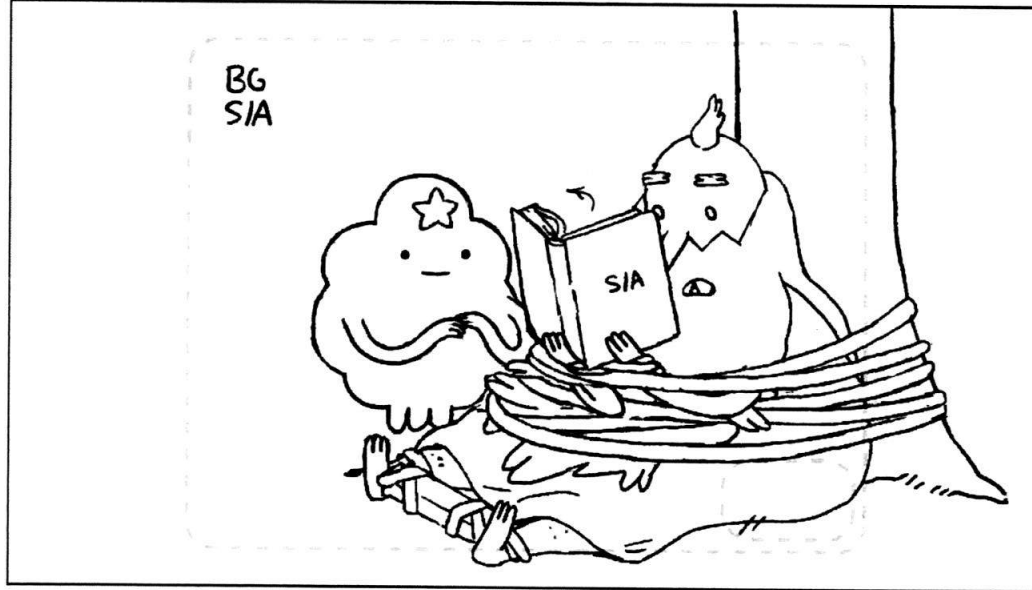
day night

Sc.

Pnl.

Bg.

day night



Dialog:

IK / MIGHT AS WELL. AT LEAST UNTIL THE COPS SHOW UP.

Action:

IK FLIPS OPEN BOOK



Timing:

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Page 23

Sc. 19

Pnl. A

Bg.

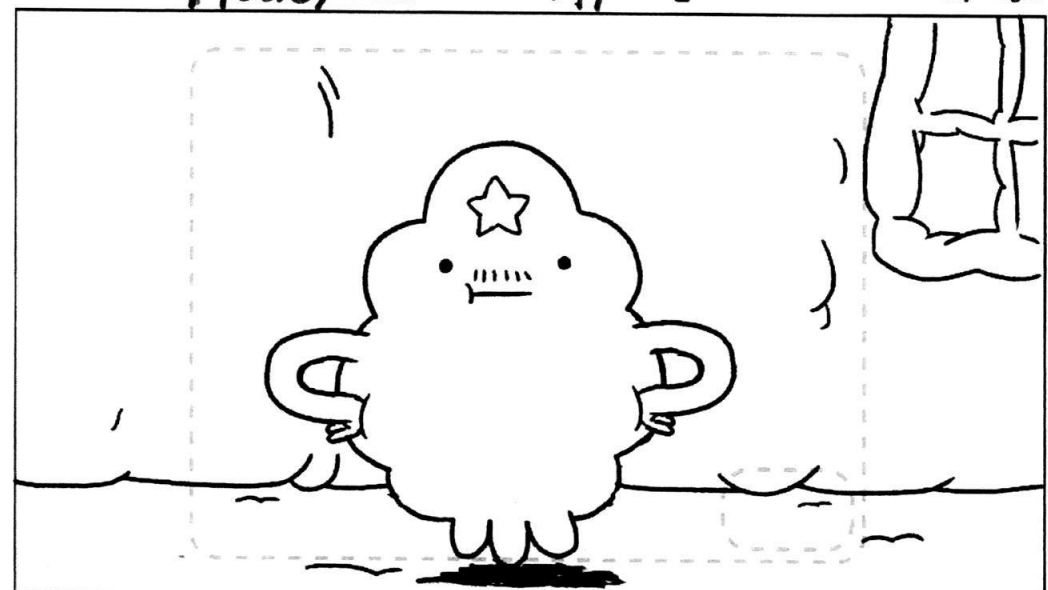
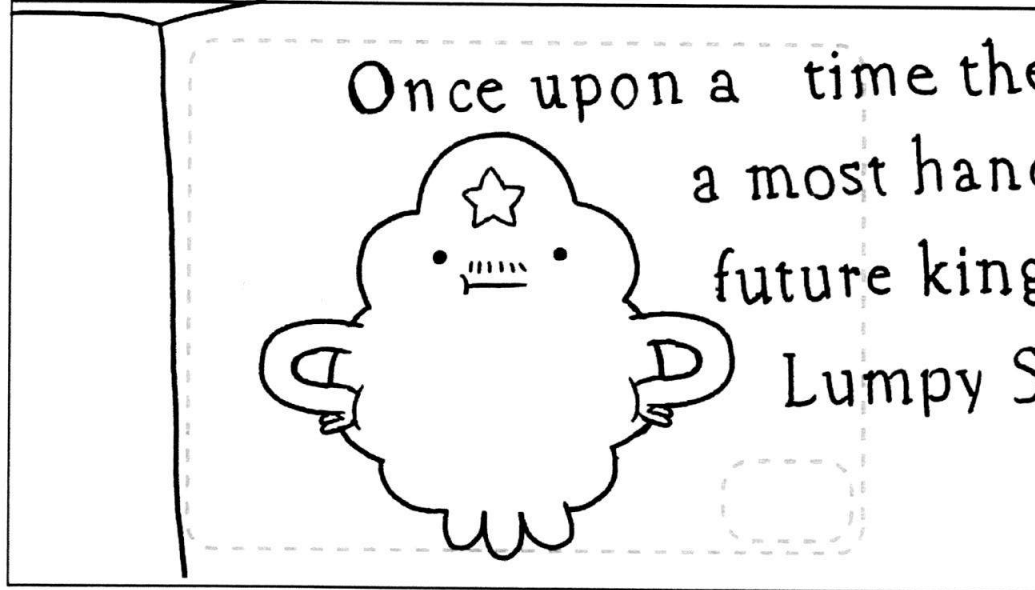
day night

Sc. 19 cont

Pnl. A1

Bg.

day night



Dialog:

(V/O)

IK/

[clears throat]

"ONCE UPON A TIME THERE WAS A MOST HANDSOME PRINCE ...

X-DISS

to



Action:

- MATCH DISSOLVE FROM BOOK TO LUMPY SPACE CASTLE

Timing:

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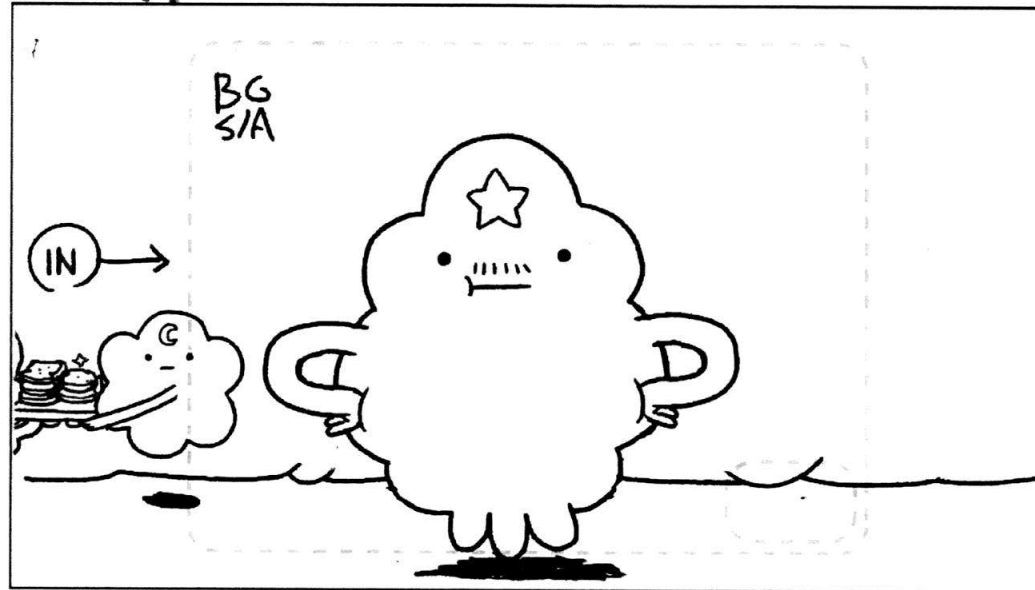


# ADVENTURE TIME

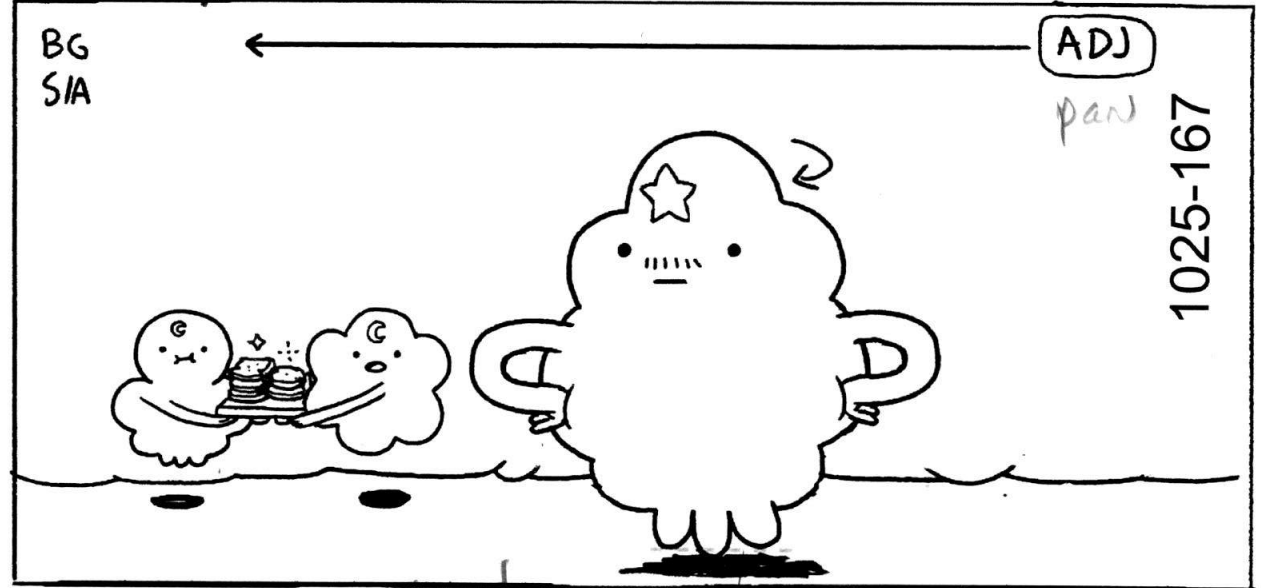


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Sc. 19 CONT Pnl. B Bg. day night



Sc. 19 CONT Pnl. C Bg. day night



Dialog:

IK/ THE FUTURE KING OF LUMPY SPACE,  
LUMPY SPACE PRINCE.

LUMPY SERVANT/ WHERE DO YOU WANT THESE GOLD-PLATED  
SANDWICHES, YOUR HIGHNESS?

Action:

- LUMPY SERVANTS ENTER CARRYING TRAY.

- LSP LOOKS BACK

- ADJ. W/ACTION

JAN 23 2014

Timing:

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NO  
SC 20

Page 25

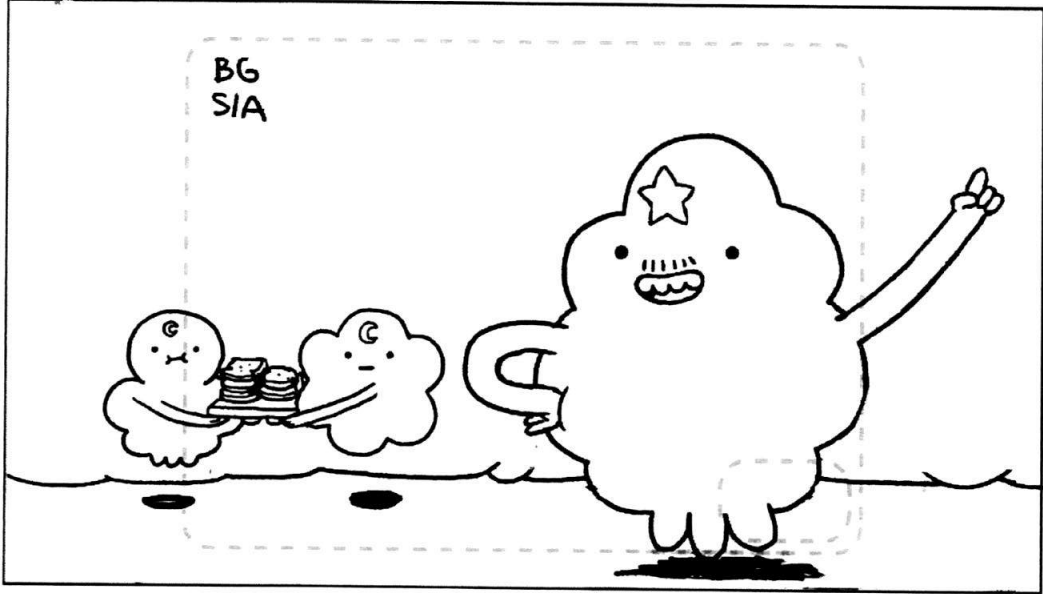
*Cut*

Sc. 19 CONT

Pnl. D

Bg.

day night

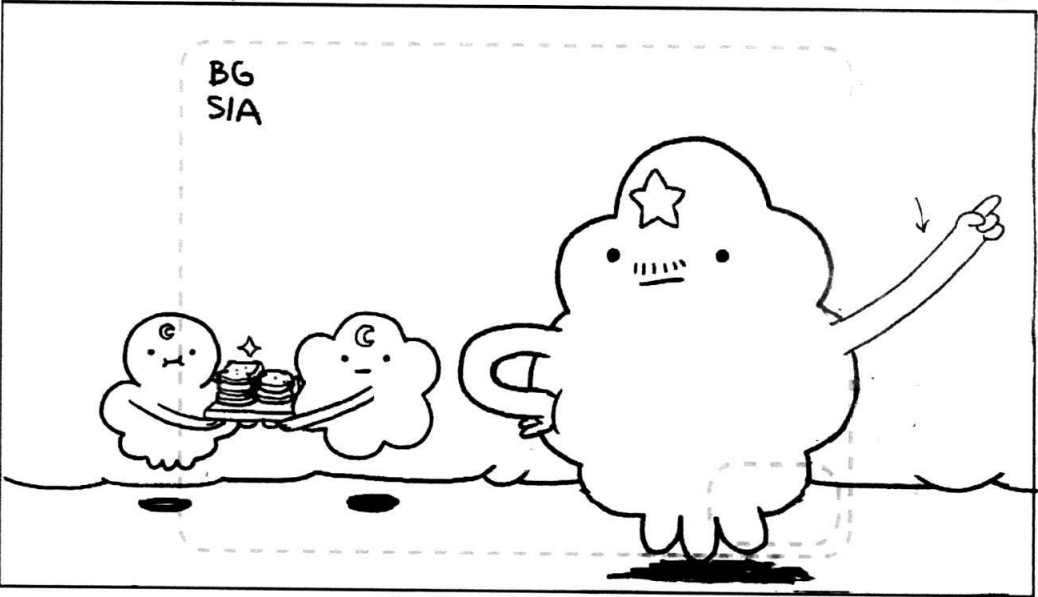


Sc. 19 CONT

Pnl. E

Bg.

day night



Dialog:

LSP/ (LSP VOICE) BY THE WINDOW!

LSP/ (OS) NOOO!

Action:

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Timing:

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Cut

# ADVENTURE TIME



Cut

Sc. 21

Pnl. A

Bg.

day night



Sc. 21 *CONT*

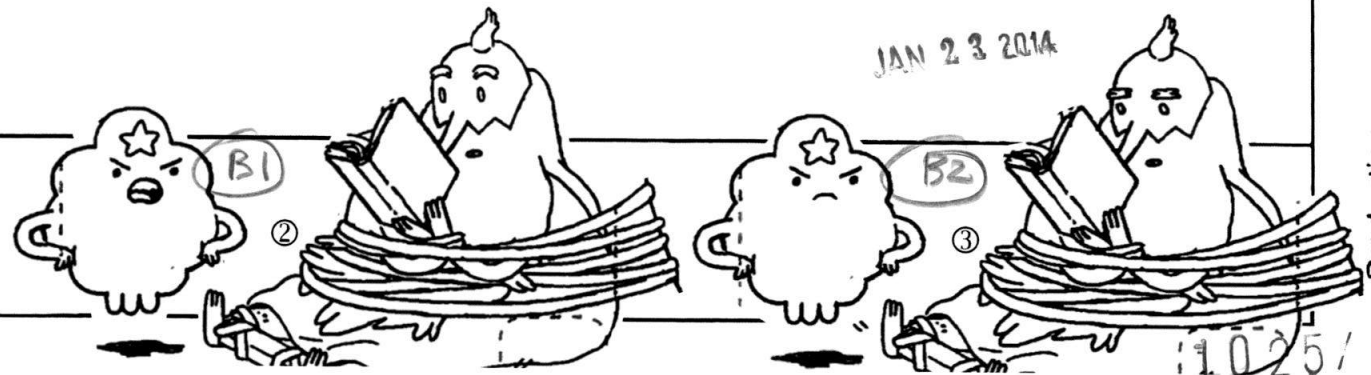
Pnl. B

Bg.

day night



Dialog:	LSP/ THAT'S NOT HOW I SOUND!	LSP/ READ IT IN A <u>BETTER VOICE</u> !	IK/ OKAY OKAY, SHEESH.
Action:			
Timing:			



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Cut

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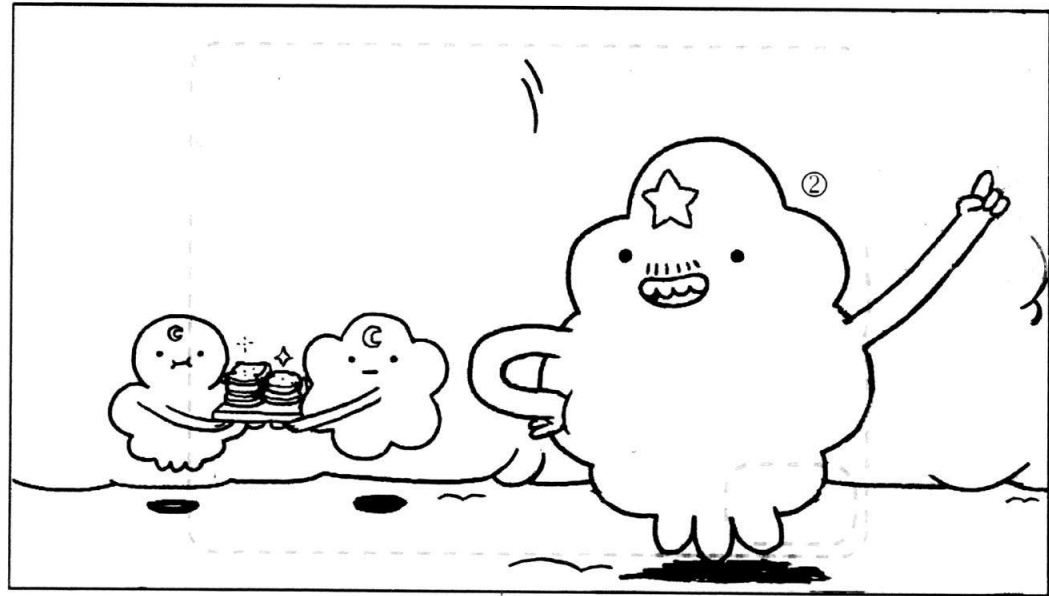
Cut

Sc. 22

Pnl. A

Bg.

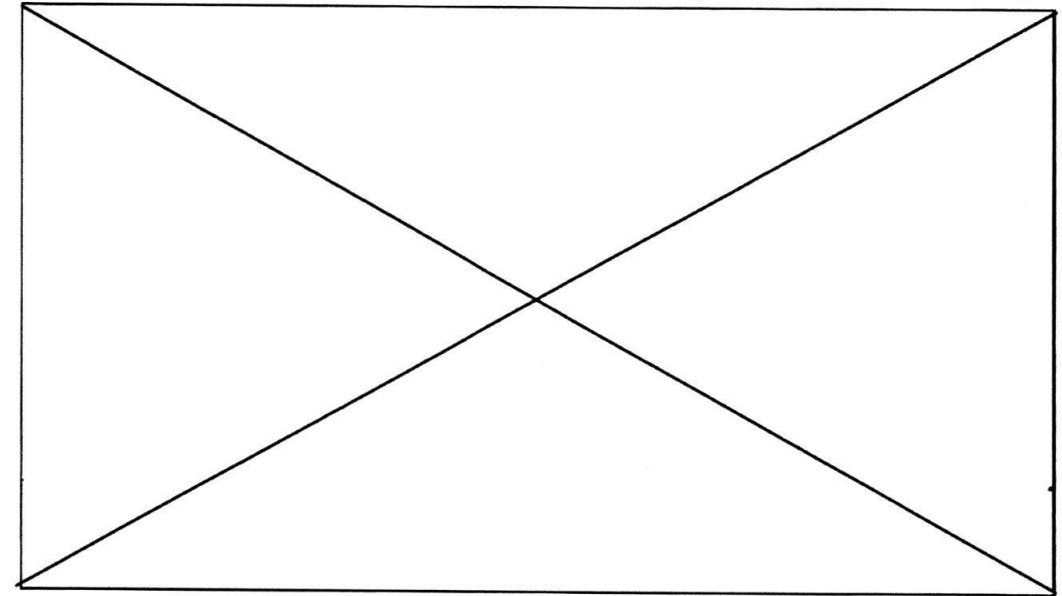
day night



Sc.

Pnl.

Bg.



Dialog:

LSP/ (MATT BERRY VOICE) BY THE WINDOW!

Action:

Timing:



① AI

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Production :

EPISODE #

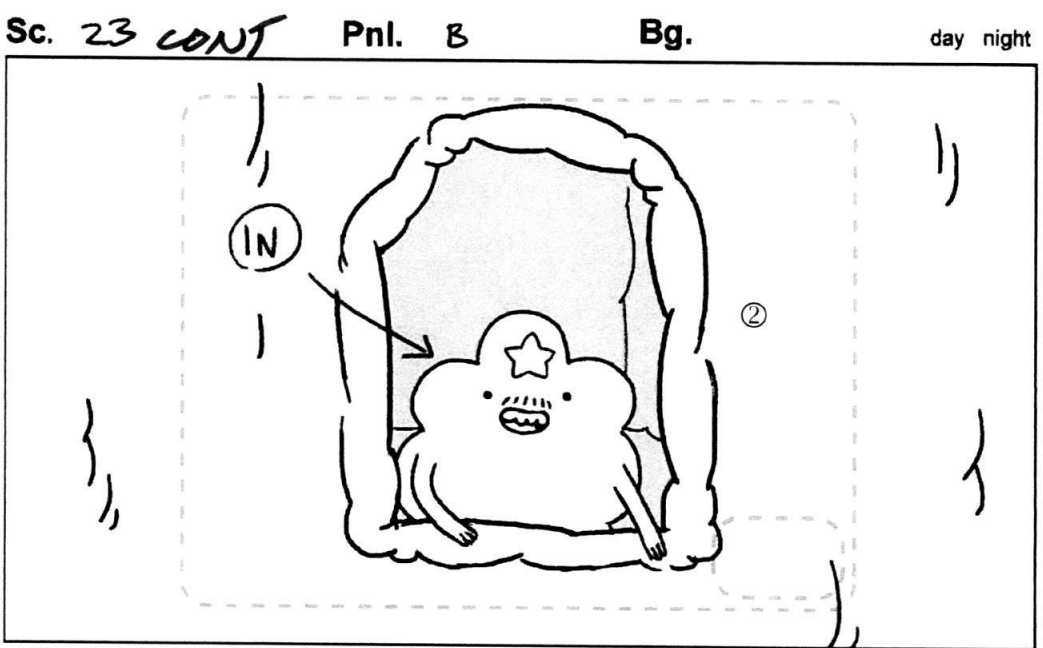
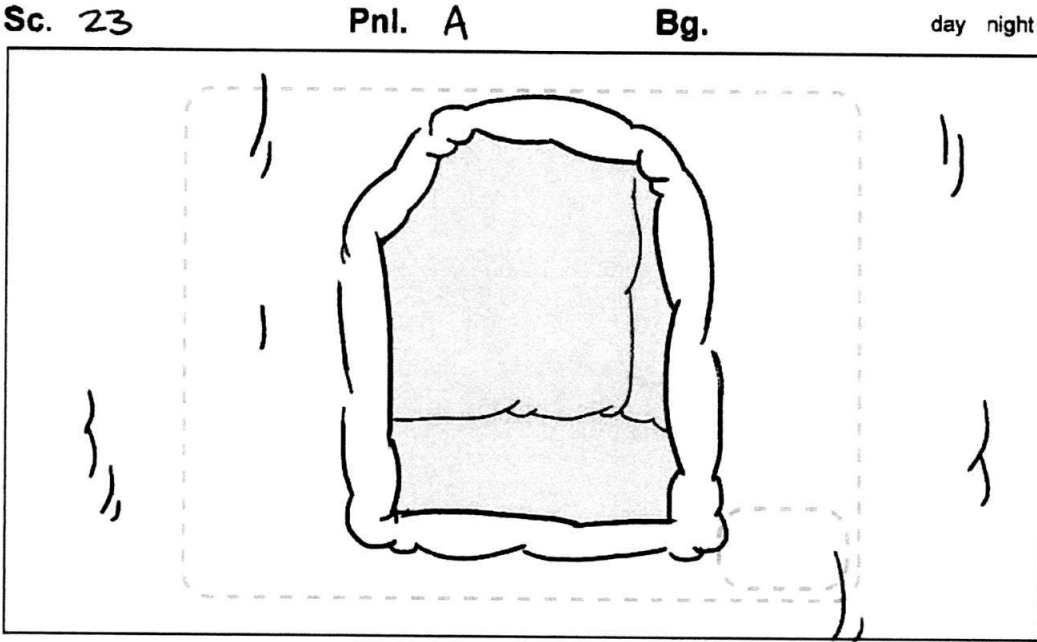
1025-167

1025/167

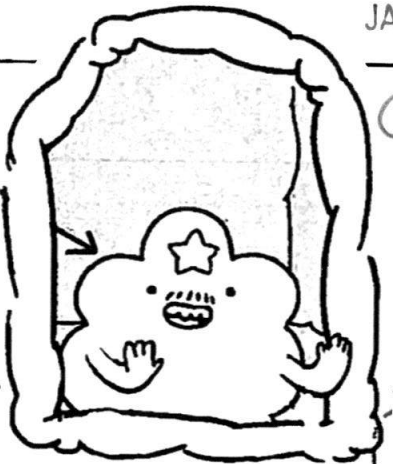
1025/167

Cut

# ADVENTURE TIME



Dialog:	<u>LSP / (OFF/S) FOR FROM THE WINDOW --</u>	<u>LSP / SHALL I SHOWER THE POOR WITH PRESENTS!</u>
Action:	- LSP FLOATS OVER TO WINDOW.	
Timing:		



BI  
①

JAN 23 2014

Production :

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# ADVENTURE TIME



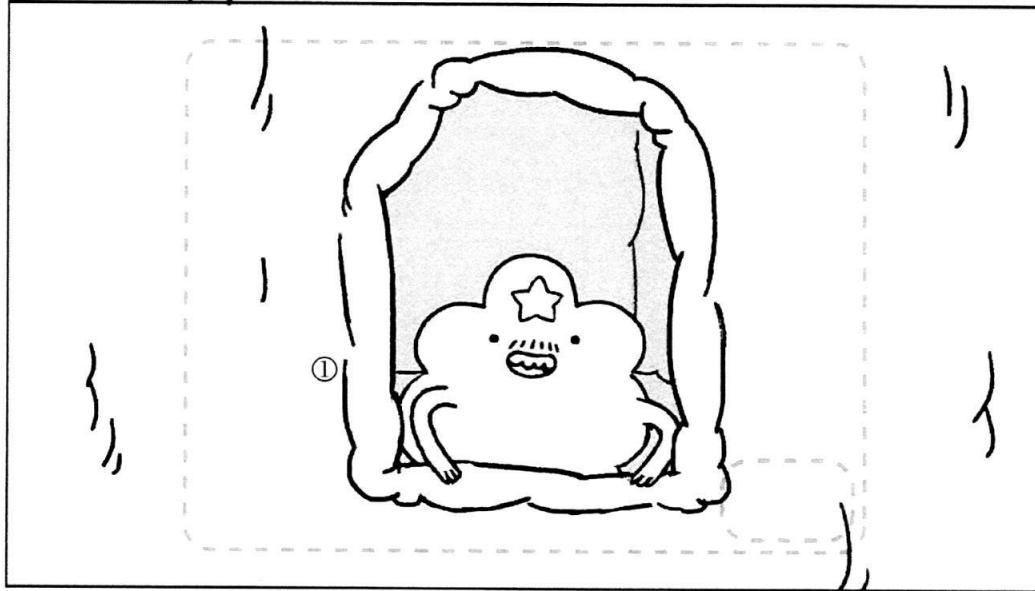
Page 30

Sc. 23 *CONT*

Pnl. C

Bg.

day night

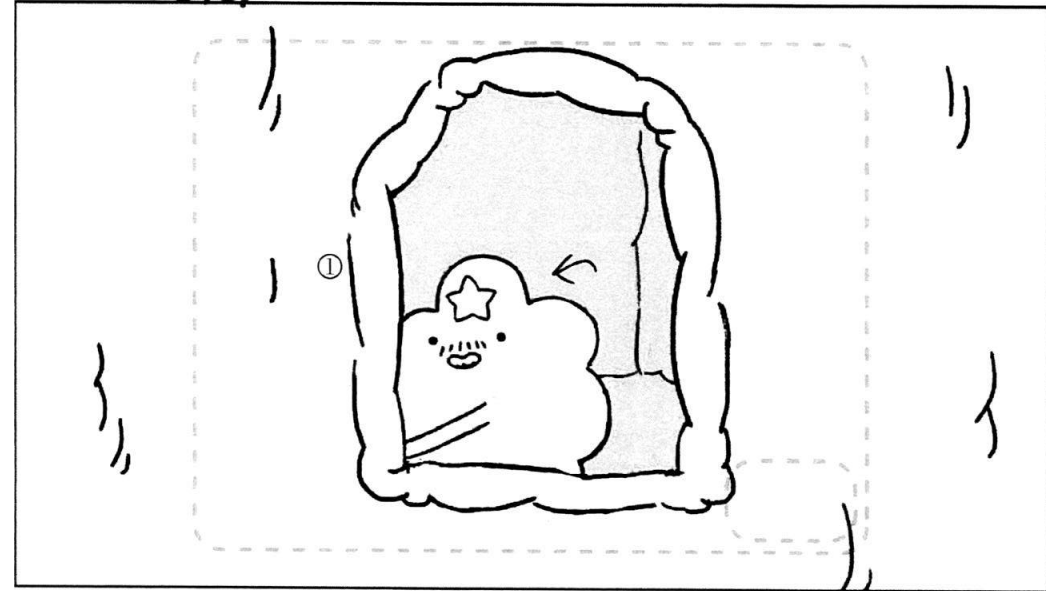


Sc. 23 *CONT*

Pnl. D

Bg.

day night



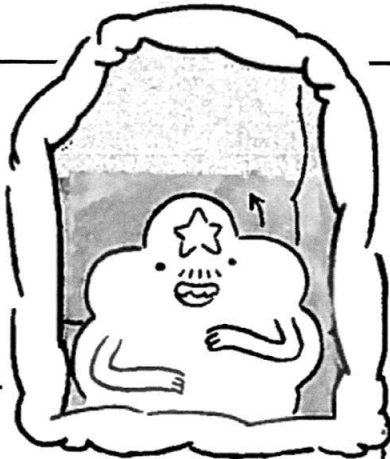
Dialog:

LSP/ AS IS MY ALTRUISTIC NATURE .

Action:

(C) ②

Timing:



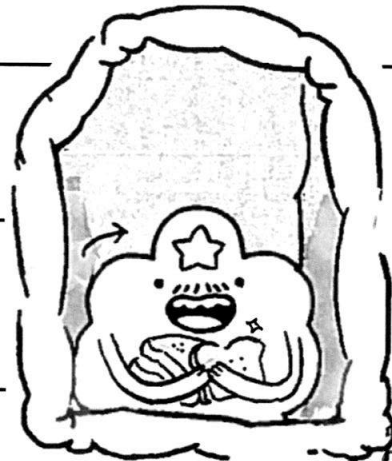
LSP/ HA HA

- LSP REACHES INSIDE WINDOW

②

(D)

JAN 23 2014



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Production :

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ADVENTURE TIME



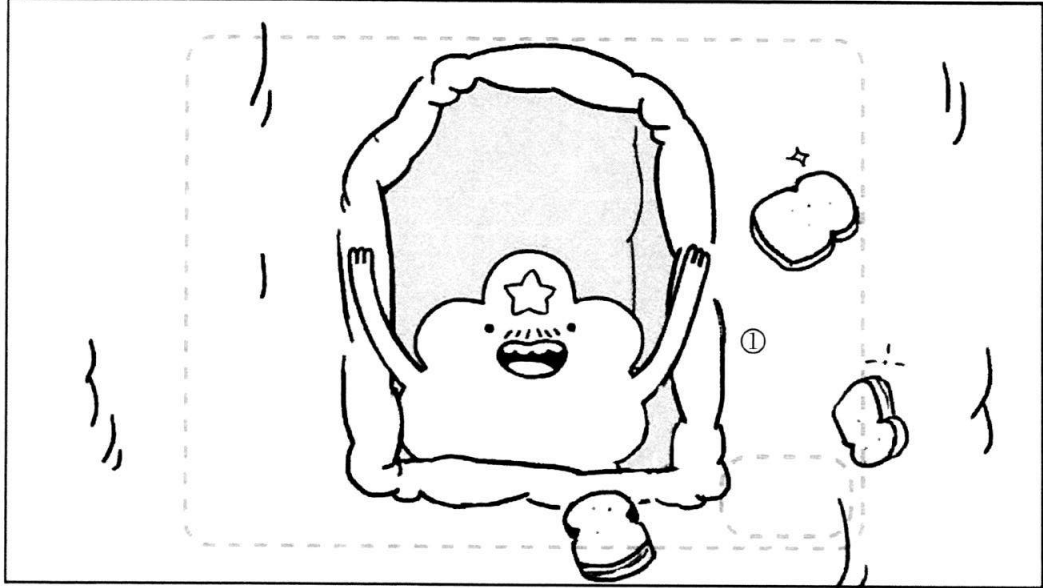
Page 31

Sc. 23 *cont*

Pnl. E

Bg.

day night

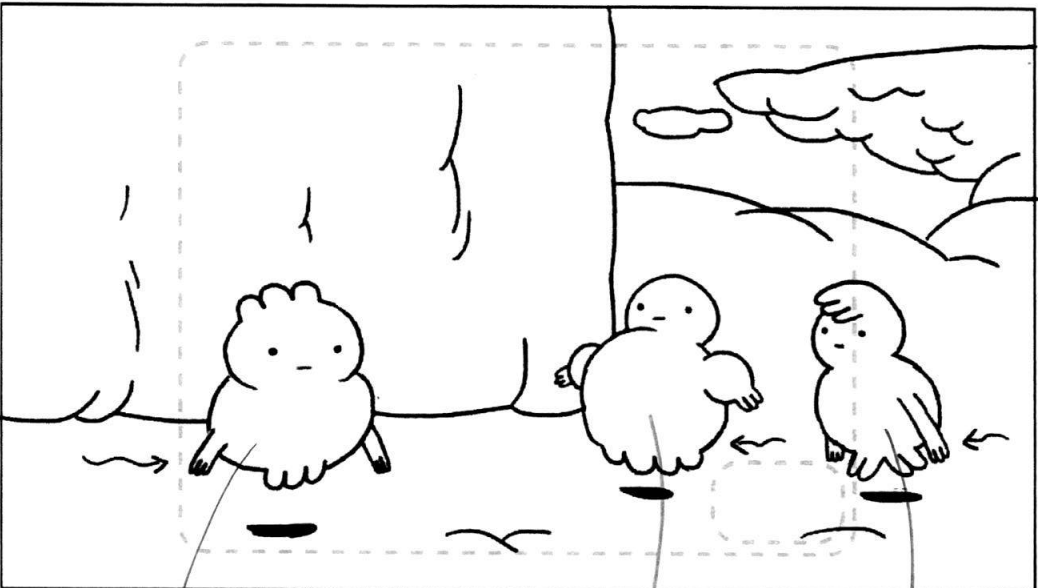


Sc. 24

Pnl. A

Bg.

day night



Dialog:

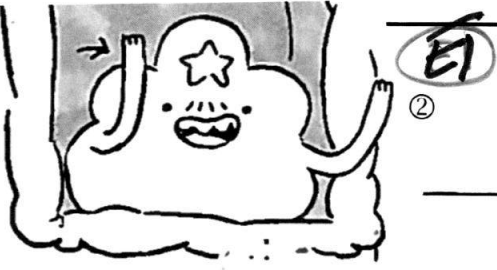
LSP/ EAT! EAT, MY CHILDREN!

Action:

- LSP THROWS GOLD-PLATED SANDWICHES OUT WINDOW.

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Timing:



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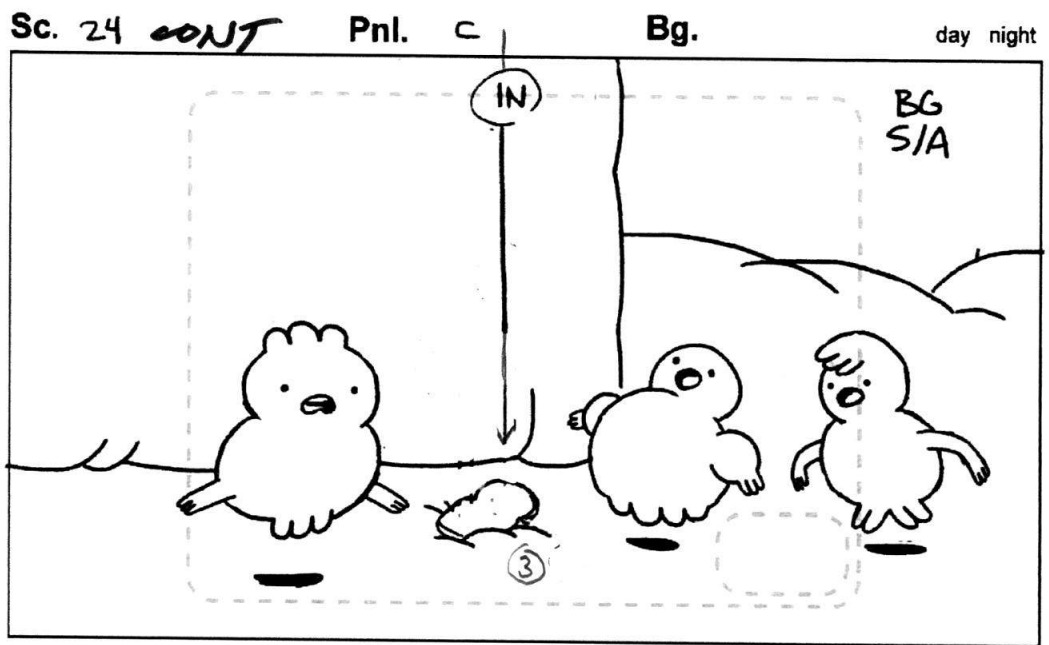
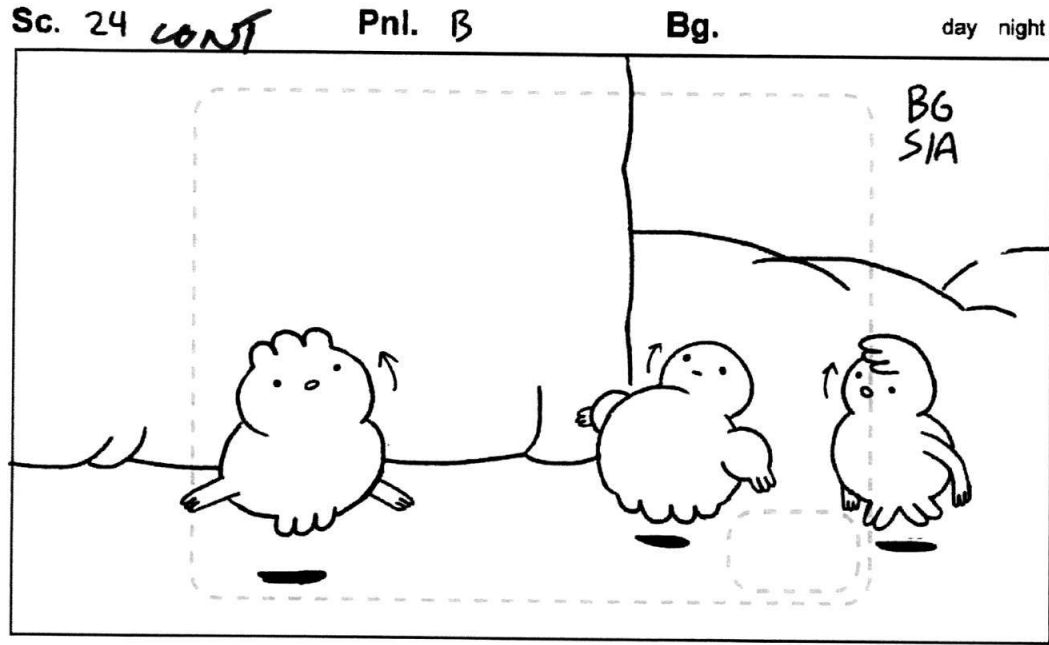
Production :

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ADVENTURE TIME



Dialog:

Sfx: \*CHYUU\*

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Action:

LUMPY SPACE PEOPLE STOP AND LOOK UP

- SANDWICHES DROP LIKE GOLD BRICKS AND SINK THROUGH GROUND

Timing:

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Production :



# ADVENTURE TIME



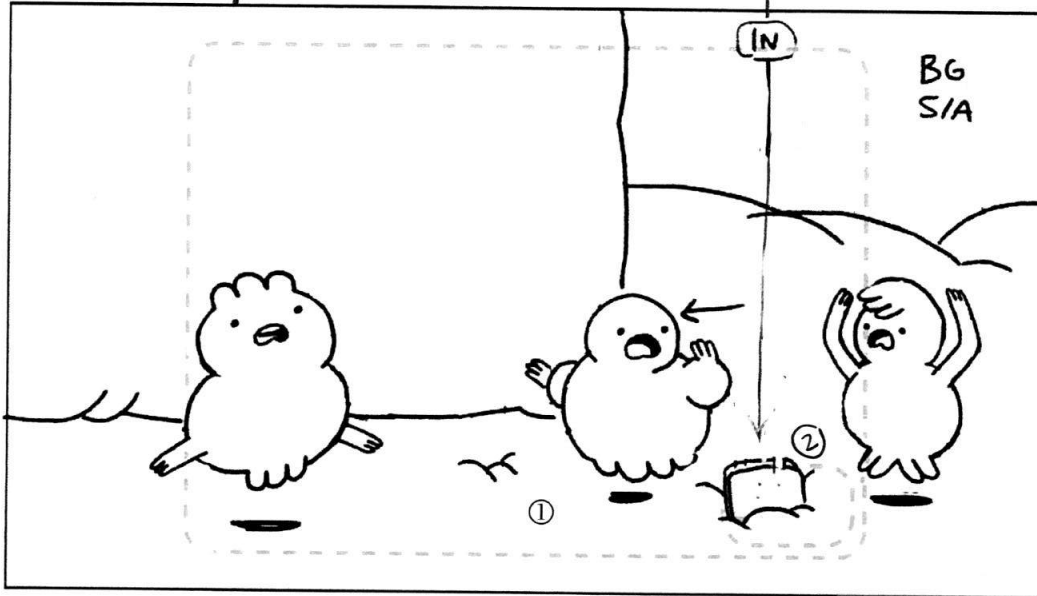
Page 33

Sc. 24 *CONT*

Pnl. D

Bg.

day night

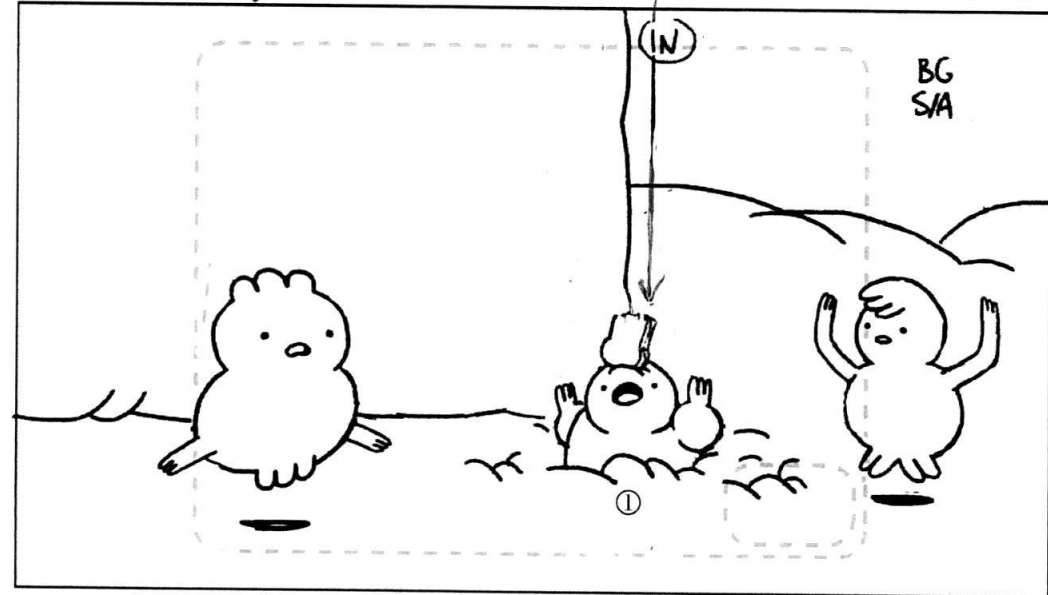


Sc. 24 *CONT*

Pnl. E

Bg.

day night



Dialog:

Sfx: \*CHYUU!\* \*

Action:

- ANOTHER SANDWICH HITS.

Timing:



SFX: \*CONK! \*

JAN 23 2014

SANDWICH BONKS ONE SUBJECT IN HEAD AND DRIVES THEM THROUGH THE GROUND

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Produc

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# ADVENTURE TIME



Cut

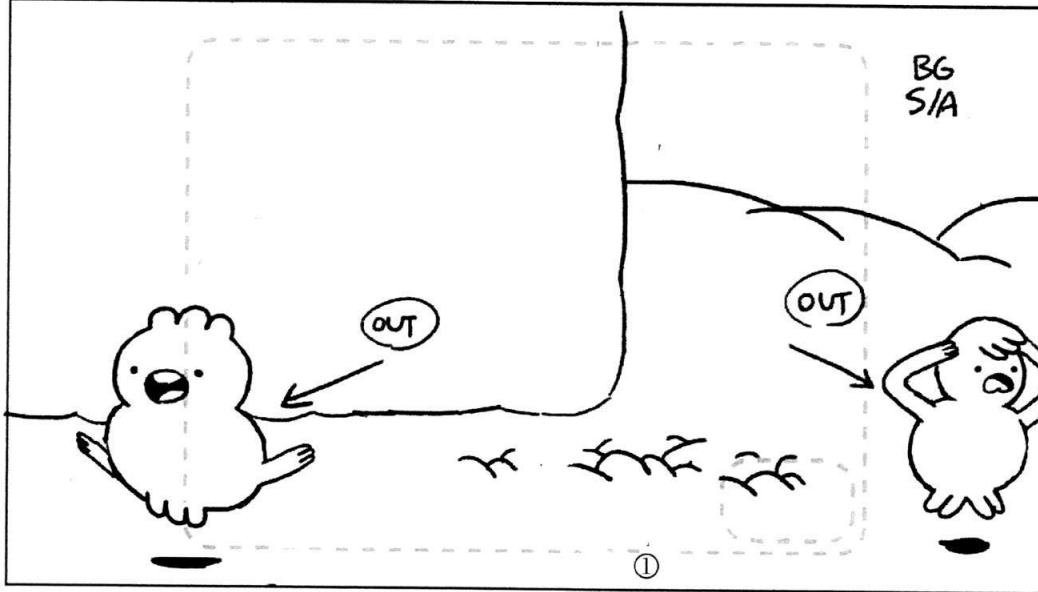
Page 34

Sc. 24 *CONT*

Pnl. F

Bg.

day night

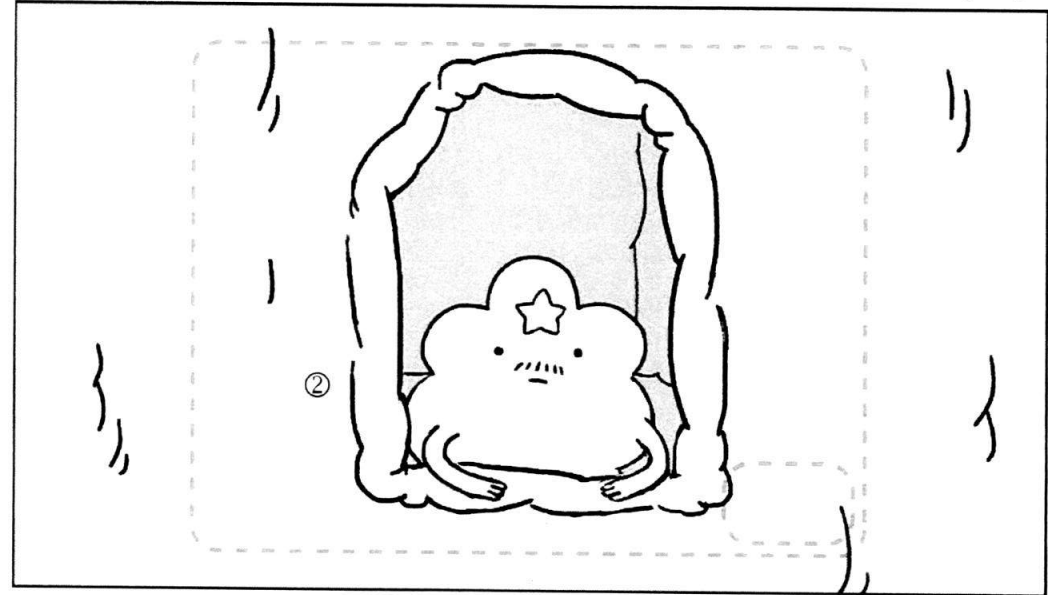


Sc. 25

Pnl. A

Bg.

day night



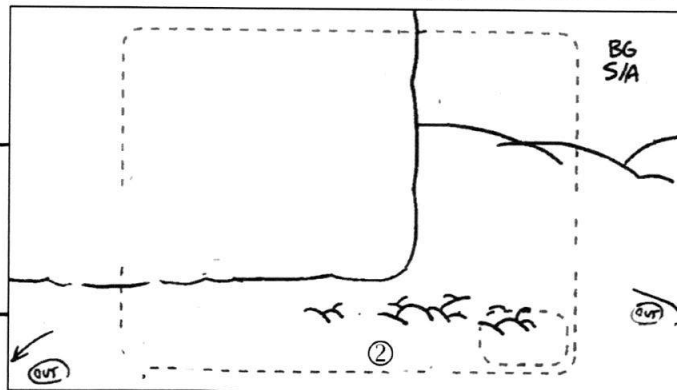
Dialog:

LUMPY SPACE PEOPLE : [SCREAMING]

Action:

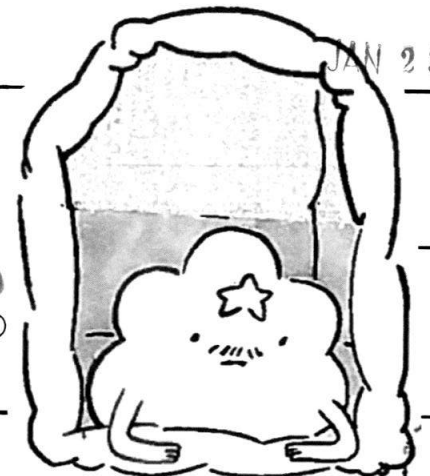
— LUMPY SPACE PEOPLE  
FLEE OFF/S

Timing:



LSP/HMM

*AI*  
①



JAN 23 2014

Production :

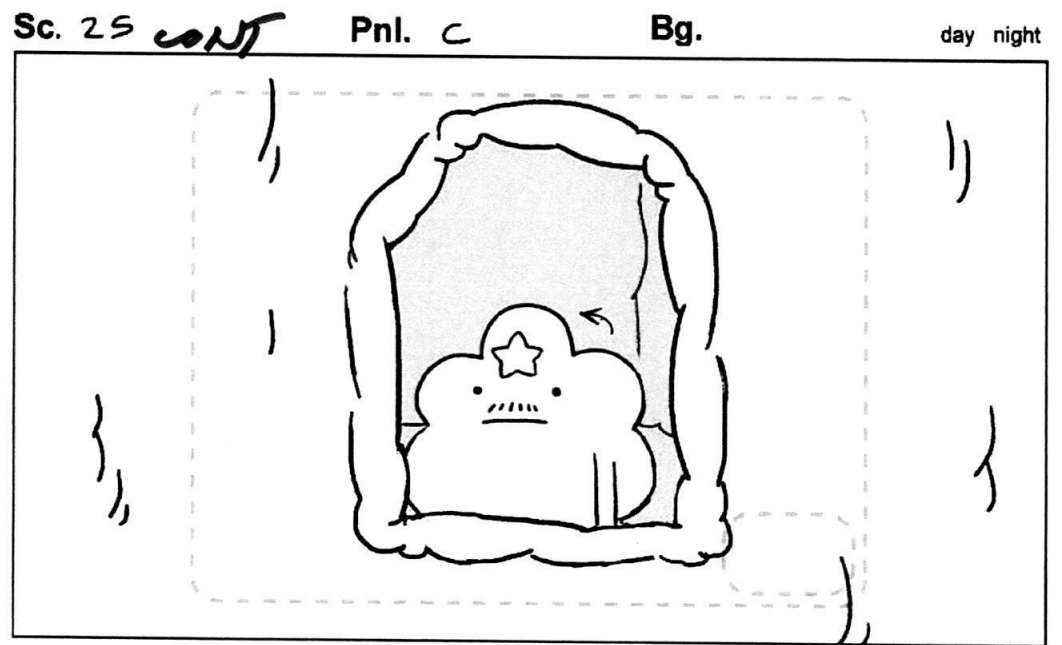
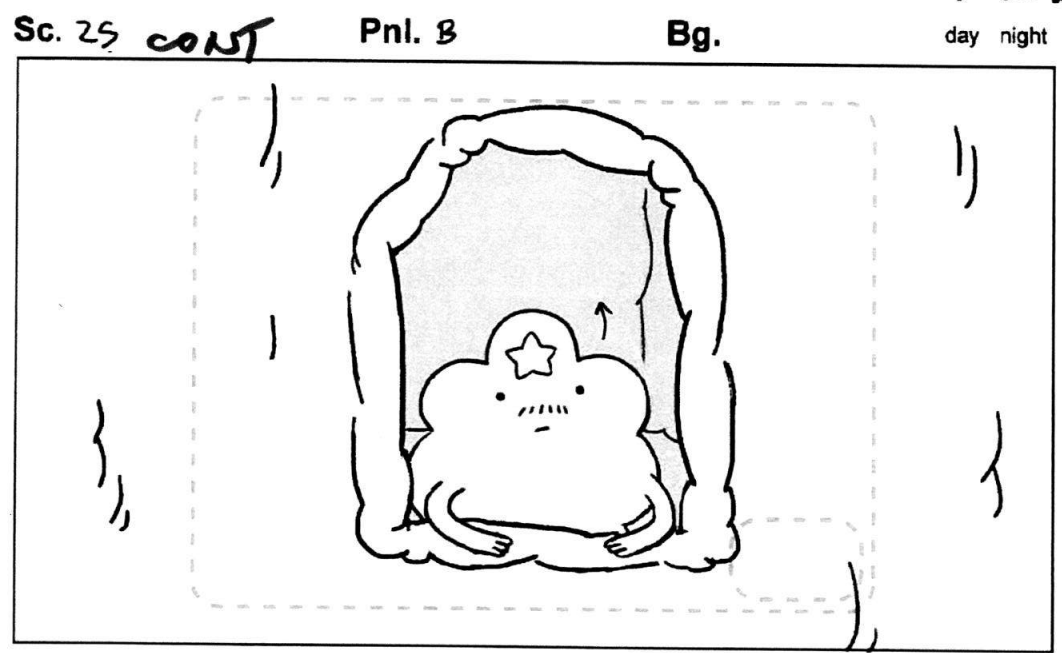
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ADVENTURE TIME



Dialog:	<p><u>LSQ</u> / (O/S) SON!</p> <p><u>LSQ</u> / (O/S) COME HERE AT ONCE!</p>
Action:	<p>- LSP TURNS.</p> <p>JAN 23 2014</p>
Timing:	

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# ADVENTURE TIME



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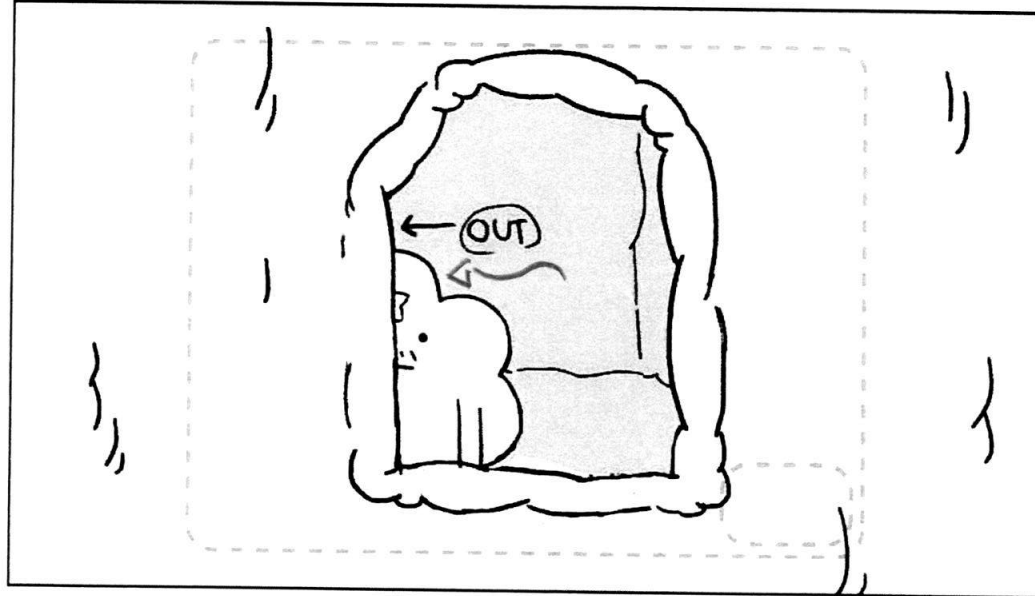
*Cut*

Sc. 25 *CONT*

Pnl. D

Bg.

day night

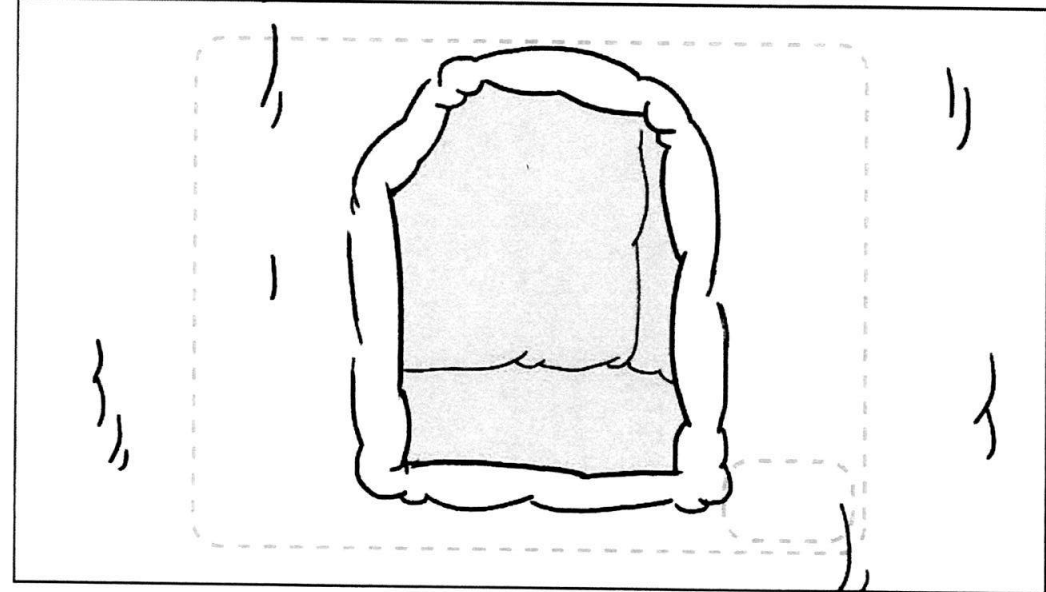


Sc. 25 *CONT*

Pnl. E

Bg.

day night



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Dialog:

IK / (VO) "BUT -"

Action:

- LSP FLOATS OFF/IS

JAN 23 2014

Timing:

Production :

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1025/167

Cut

# ADVENTURE TIME



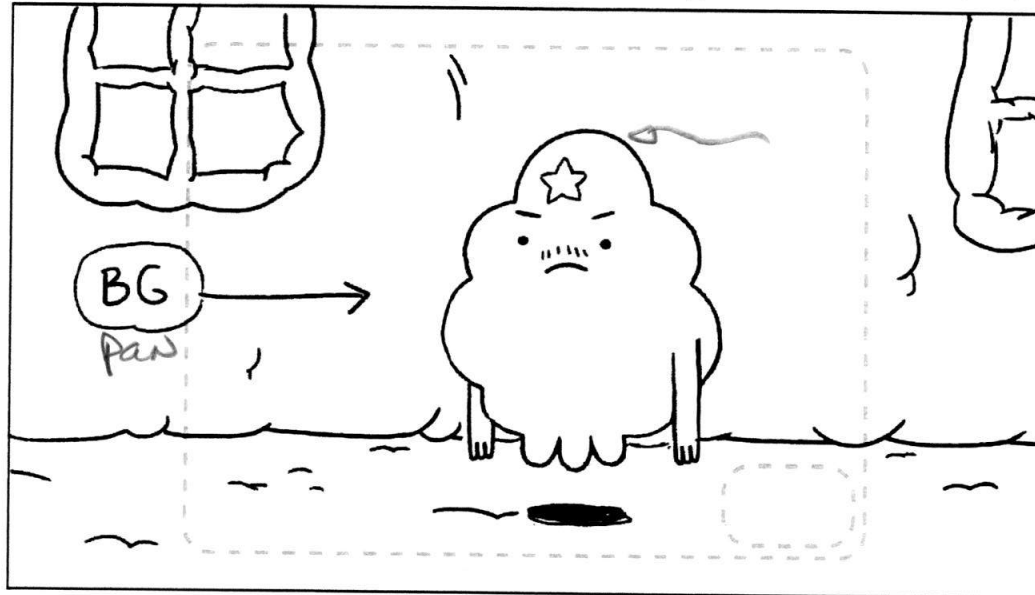
Page 37

Sc. 26

Pnl. A

Bg.

day night



Sc. 26 *cont*

Pnl. B

Bg.

day night



Dialog:

IK / (VO) "ALL WAS NOT PERFECT FOR THIS  
PHILANTHROPIC PRINCE OF THE PEOPLE ..."

Action:

- LSP STOPS AND LOOKS UP

Timing:

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1025-167

Production :

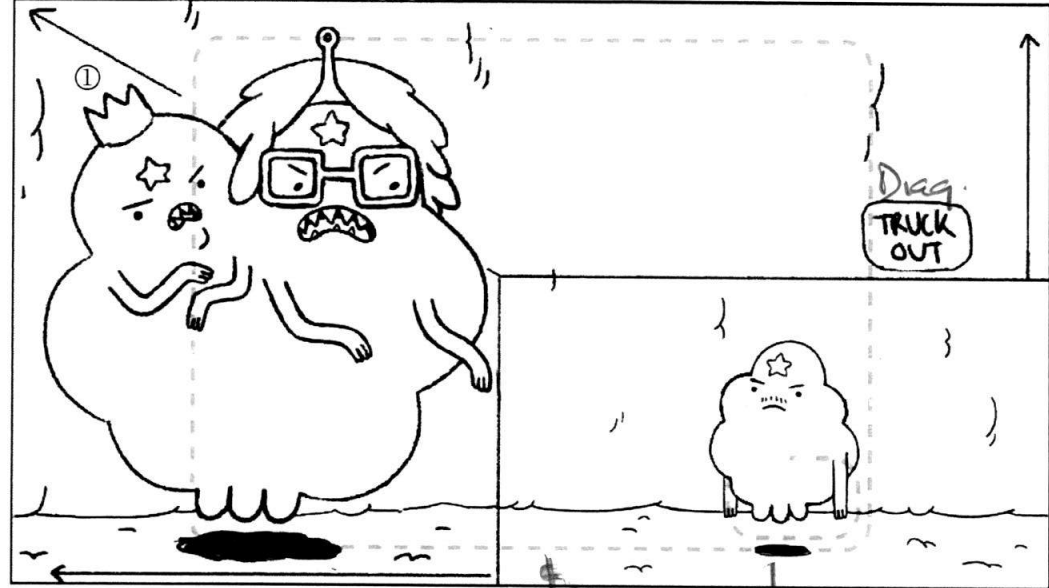
1025/167

1025/167

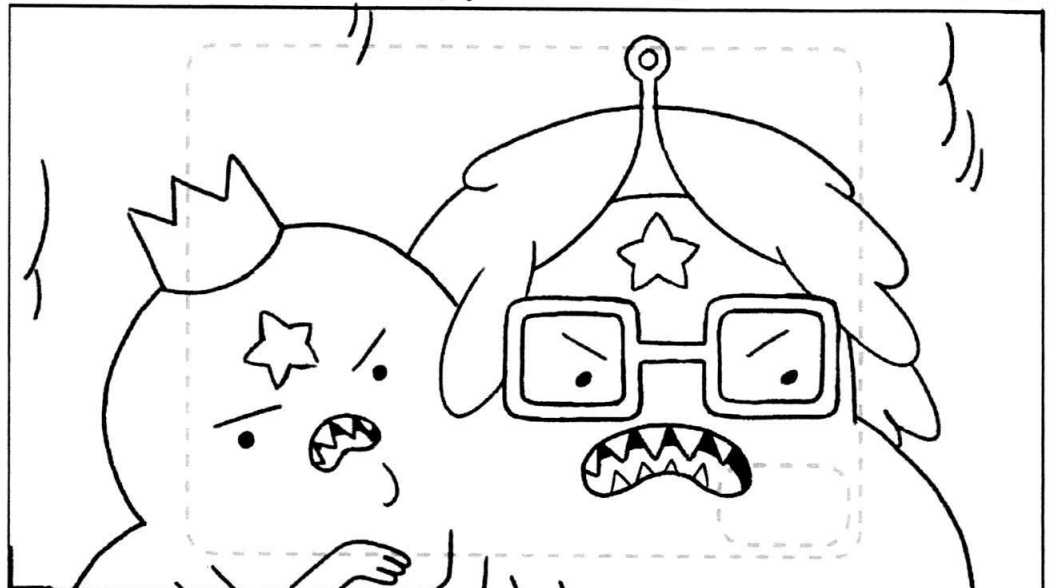
ADVENTURE TIME



Sc. 26 *cont* Pnl. C Bg. Stop day night



Sc. 28 Pnl. A Bg. day night



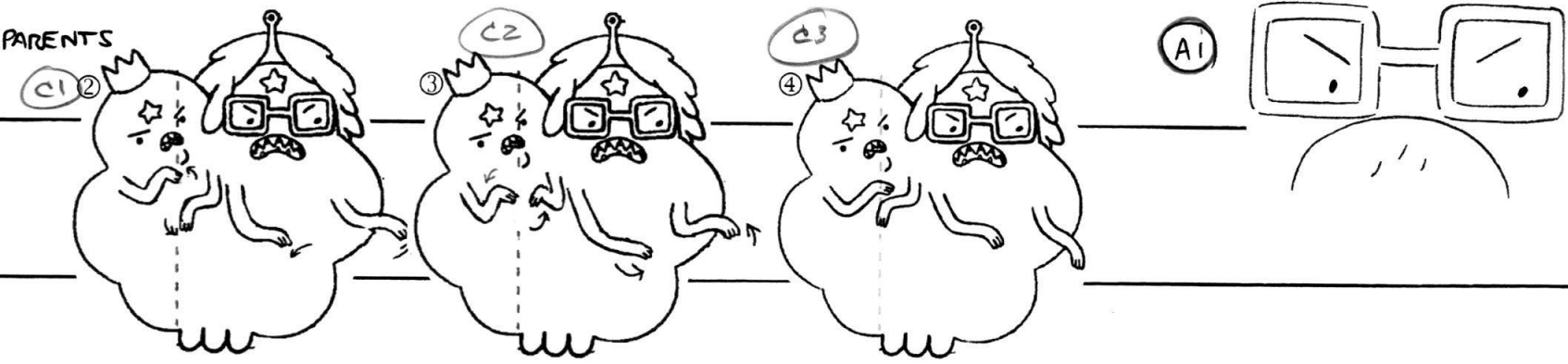
Dialog:

IK/(VO) HIS PARENTS WERE SLOBBERING MONSTERS WHO DIDN'T CARE THAT HE WAS A BEAUTIFUL PRINCE. THEY WANTED HIM TO BE A MONSTER TOO.

Action:

- TRUCK OUT TO REVEAL PARENTS

Timing:



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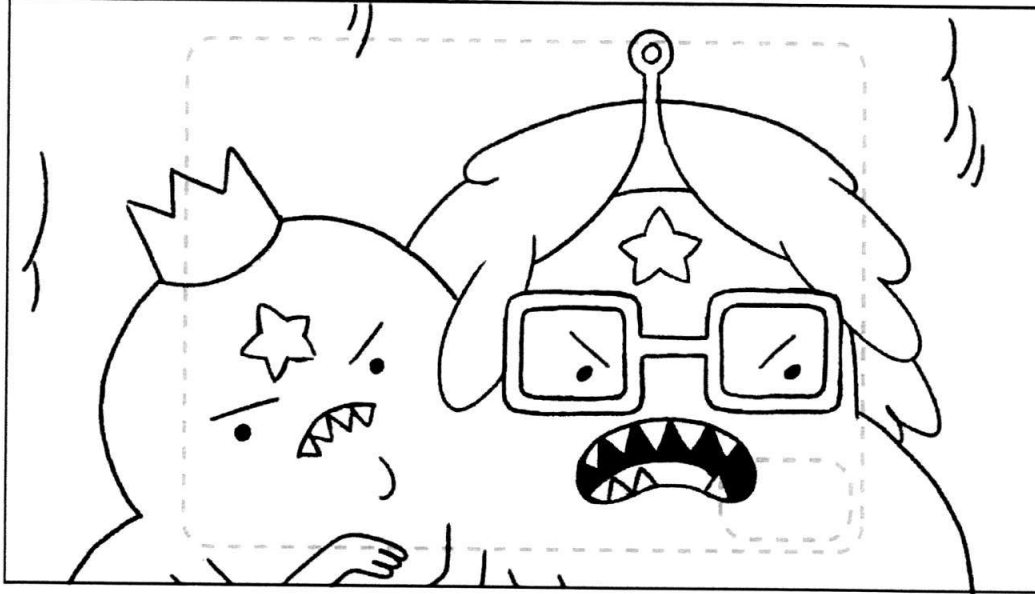
Page 39

Sc. 28 *CONT*

Pnl. B

Bg.

day night

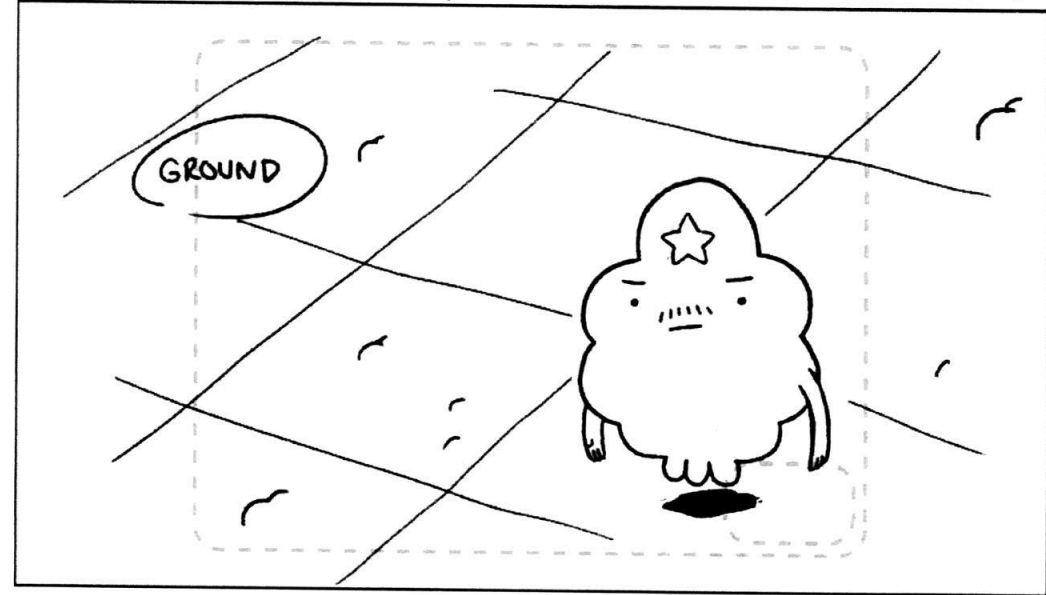


Sc. 29

Pnl. A

Bg.

day night



Dialog:

LSQ / WHY AREN'T YOU WORKING ON YOUR  
MONSTER EXERCISES?

Action:

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Timing:

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Production :

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ADVENTURE TIME



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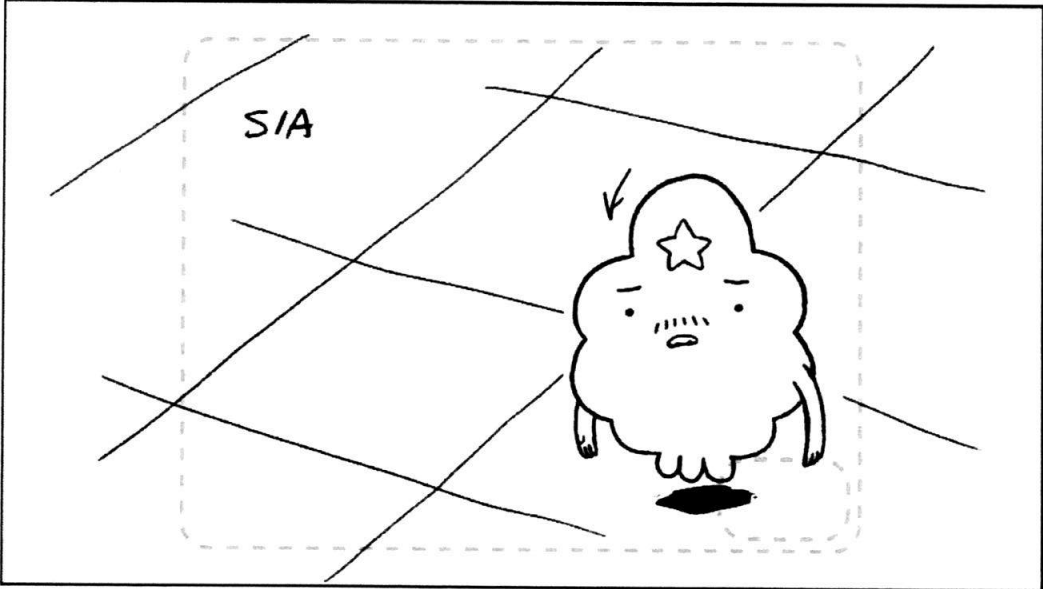
CUT

Sc. 29 *CONT*

Pnl. 3

Bg.

day night

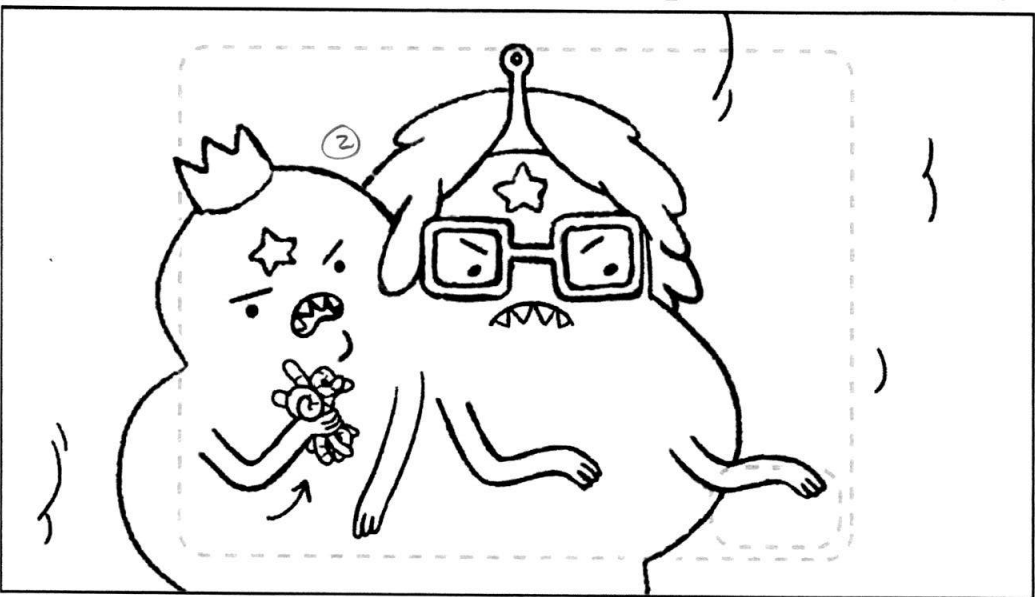


Sc. 30

Pnl. A

Bg.

day night



Dialog:

LSQ/ I DONT WANNA BE A MONSTER.

Action:

-LSK HOLDS UP HANDFUL OF WORMS

Timing:

LSK/ EAT THESE WORMS

AV

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Cut

# ADVENTURE TIME

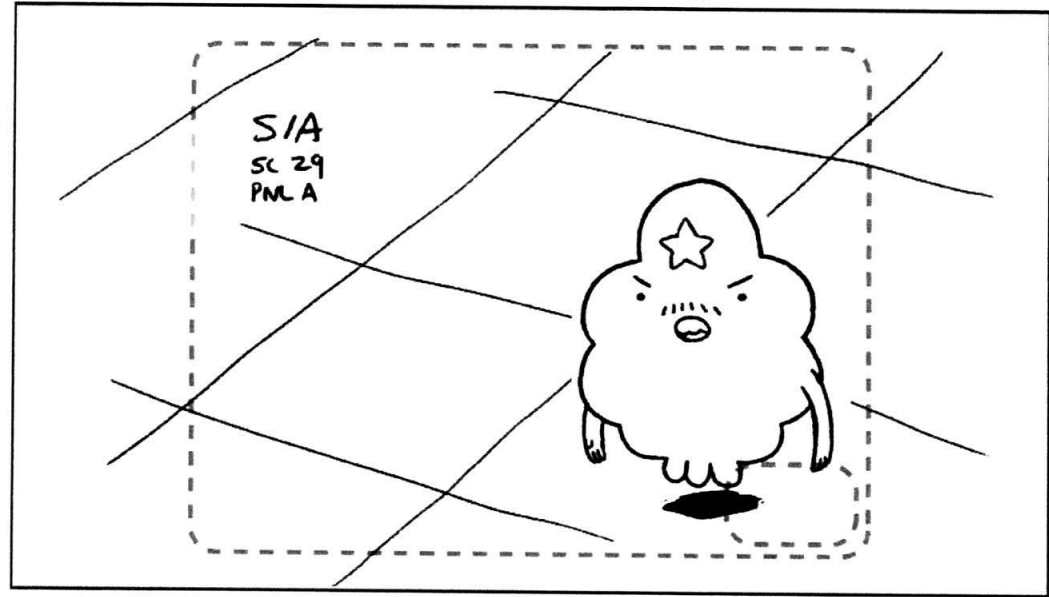


Sc. 31

Pnl. A

Bg.

day night



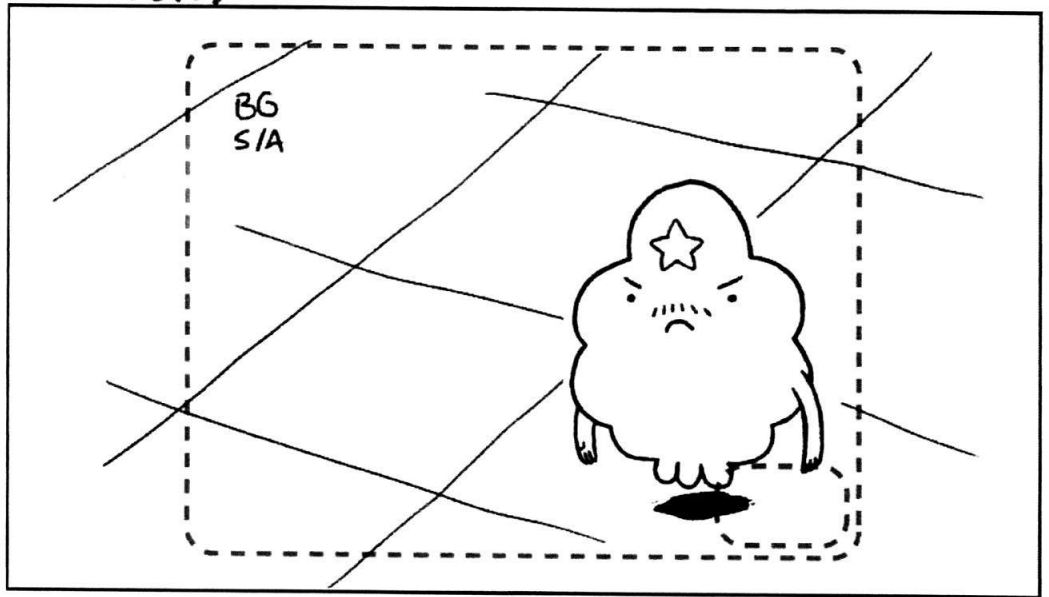
Sc. 31

CONT

Pnl. B

Bg.

day night



Dialog:	
<u>LSP/</u> NOOO	<u>LSQ/</u> (O/S) YOU WILL EAT THEM
Action:	
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Timing:	

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ADVENTURE TIME



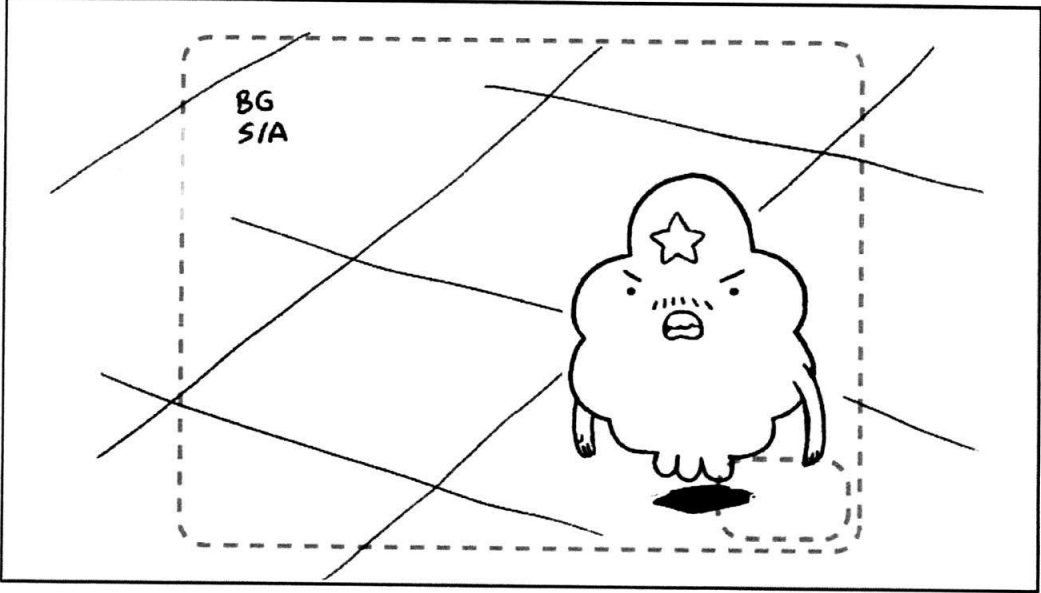
Page 42

Sc. 31 *CONT*

Pnl. C

Bg.

day night

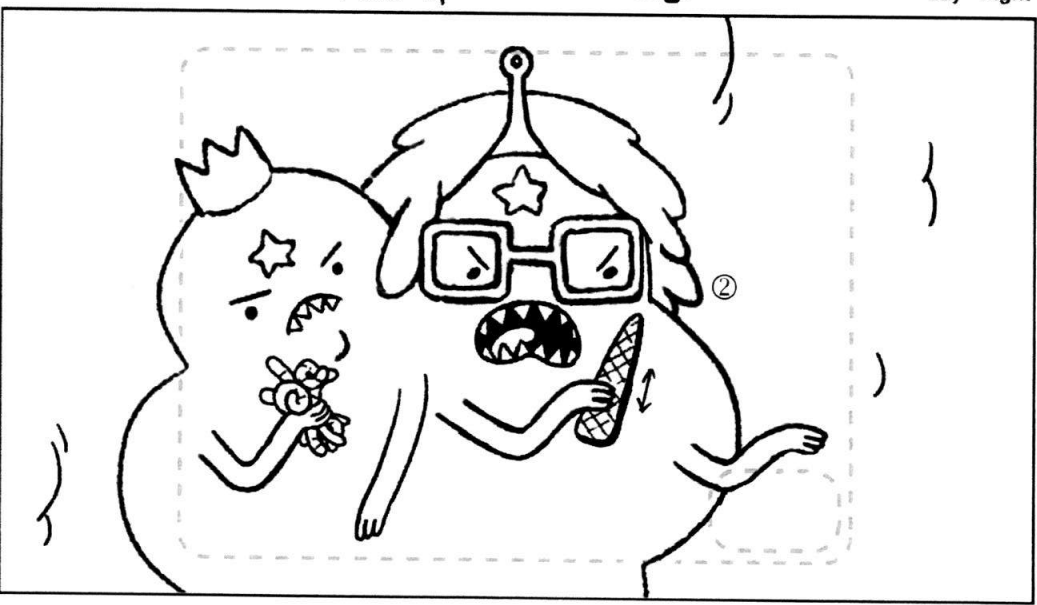


Sc. 32

Pnl. A

Bg.

day night



Dialog:

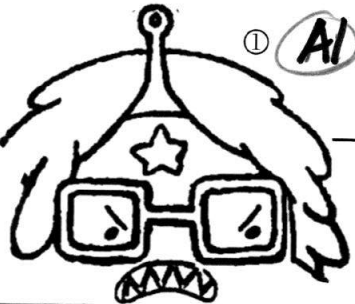
LSQ / I WON'T EAT THEM

LSQ / SHARPEN YOUR TEETH!

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Action:

LSQ SHAKES FILE



Timing:

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# ADVENTURE TIME



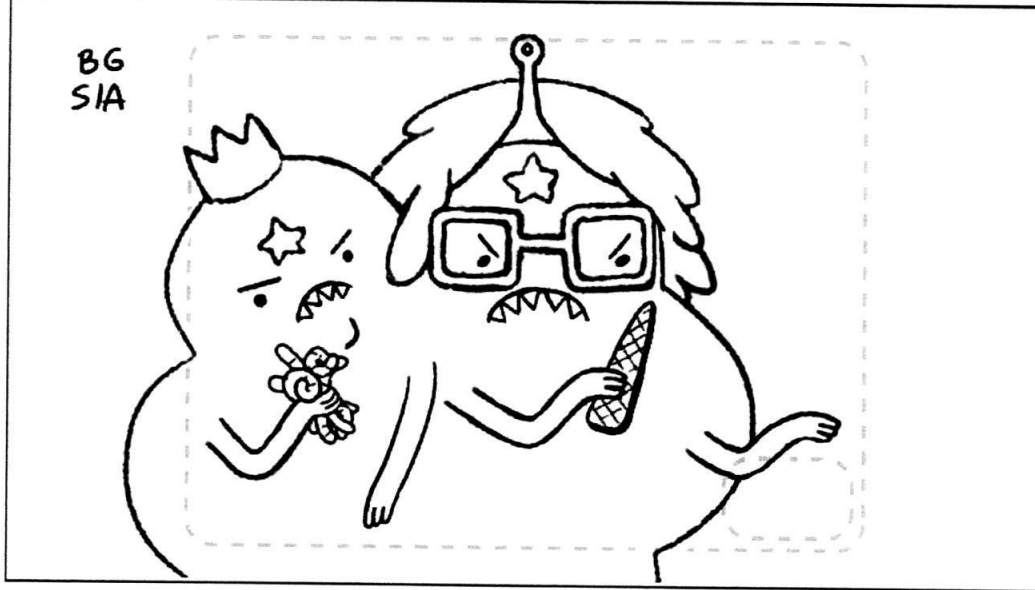
Page 43

Sc. 32 *CONT*

Pnl. B

Bg.

day night

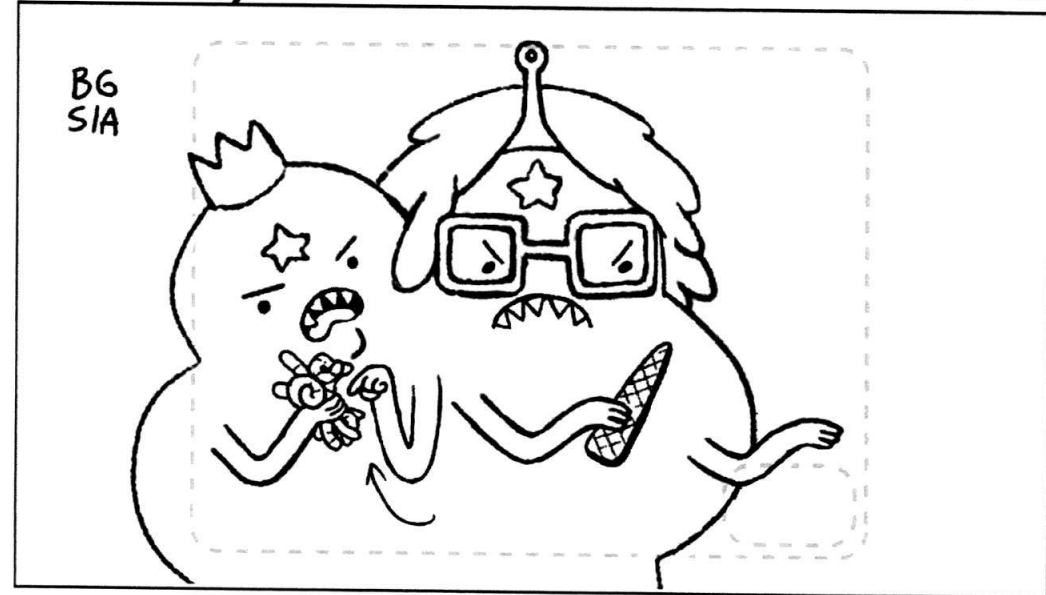


Sc. 32 *CONT*

Pnl. C

Bg.

day night



Dialog:

LSP / (O/S) NOOOOO

LSK / EAT THESE WORMS

Action:

- LSK POINTS TO WORMS

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Timing:

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Production :

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ADVENTURE TIME



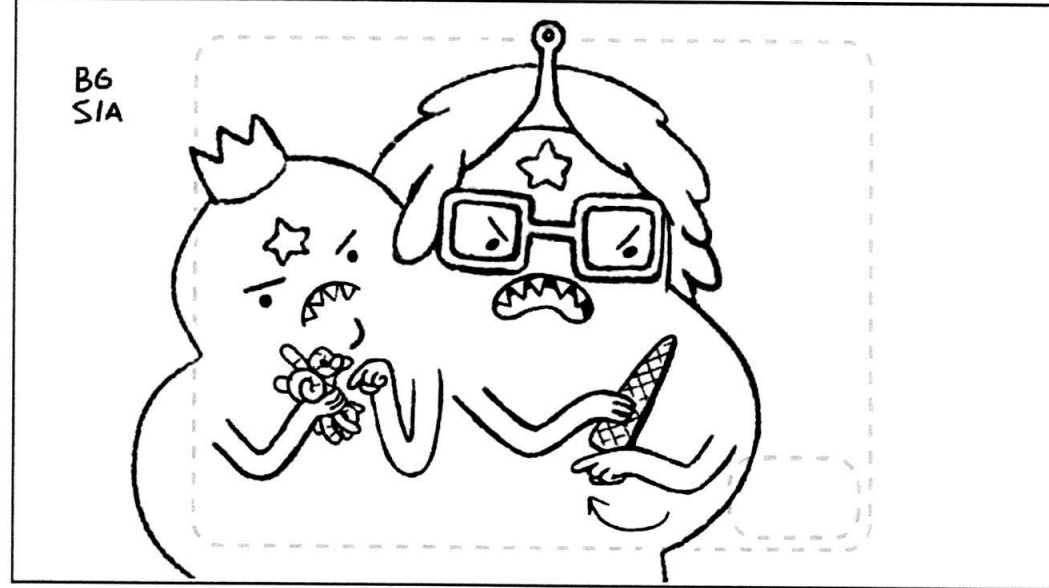
Page 44

Sc. 32 *CONT*

Pnl. D

Bg.

day night



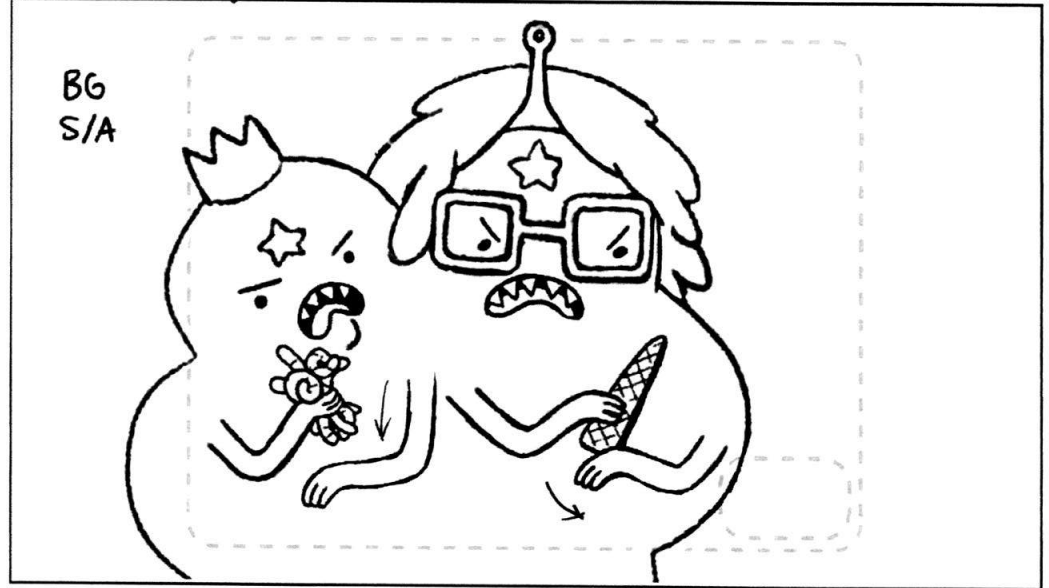
B6  
S/A

Sc. 32 *CONT*

Pnl. E

Bg.

day night



B6  
S/A

Dialog:

LSQ / EAT THOSE WORMS AND SHARPEN YOUR TEETH

LSK / LIKE A PROPER MONSTER

Action:

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Timing:

*Cont*

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cut

# ADVENTURE TIME



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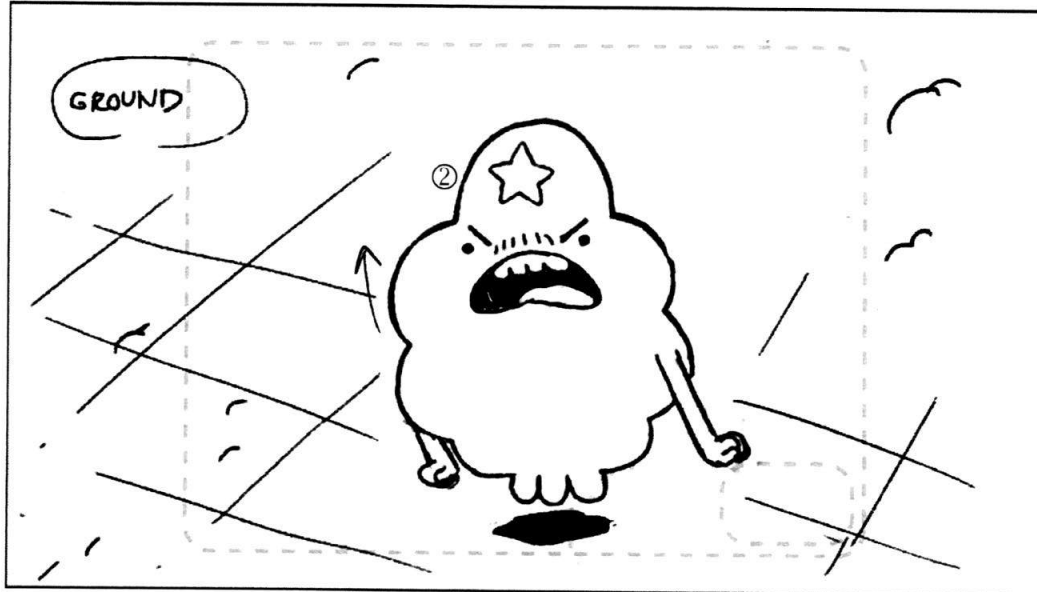
cut

Sc. 33

Pnl. A

Bg.

day night



Sc. 33 CONT

Pnl. B

Bg.

day night



Dialog:

LSP/ NO! NO! NOOO! I'VE TOLD YOU HUNDREDS OF TIMES  
THAT I DON'T WANT TO BE A MONSTER

LSP/ AND THERE'S NOTHING YOU CAN DO ABOUT IT!

(B)

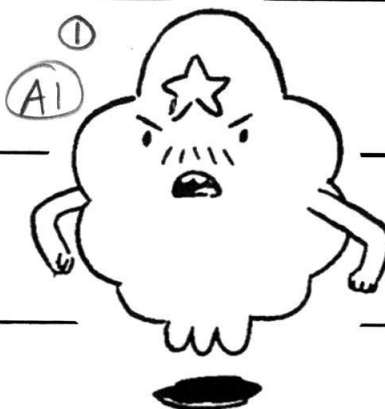
(B1)

(B2)

(B) Tremble Jaw

Action:

Timing:



- LSP PUTS HANDS ON HIS

(B1)

(2)

(B2)

(3)

(B3)

(4)

END POSE

Production :

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Cut

# ADVENTURE TIME

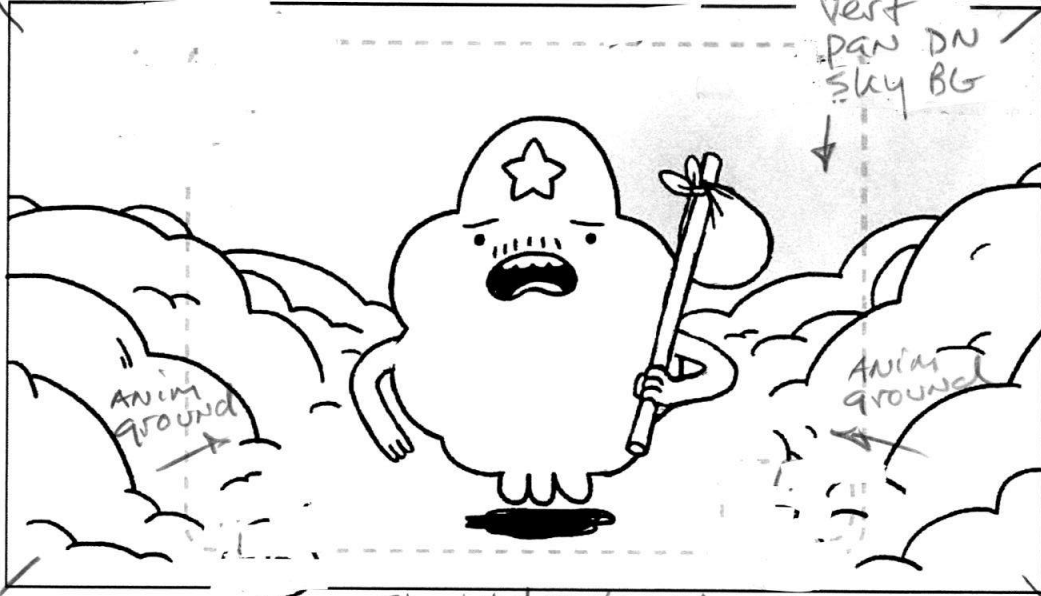


Page 46

Sc. 34

Pnl. A

Bg.

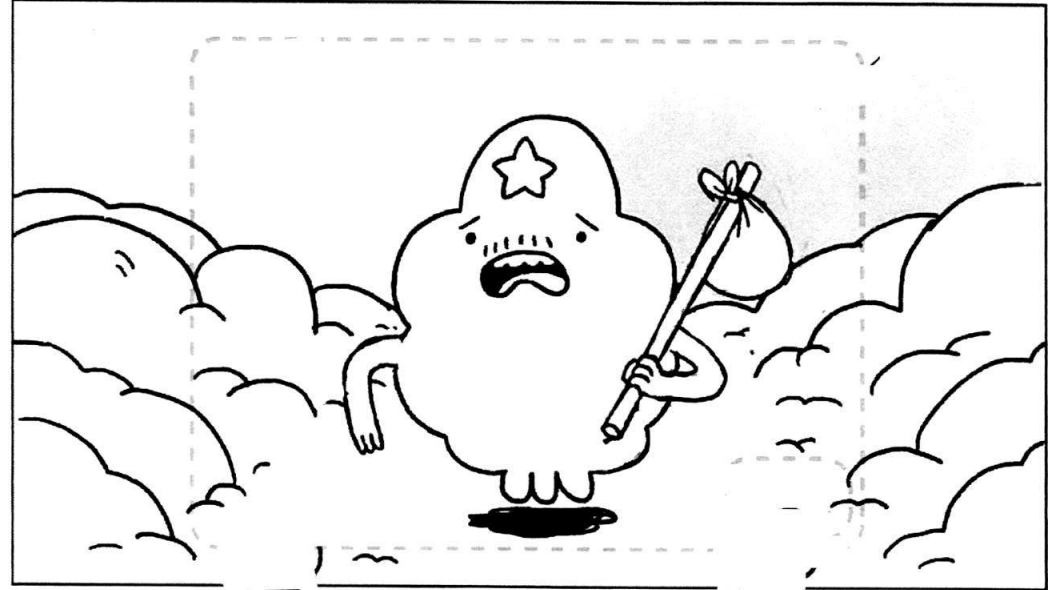


Sc. 34 CONT

Pnl. B

Bg.

day night



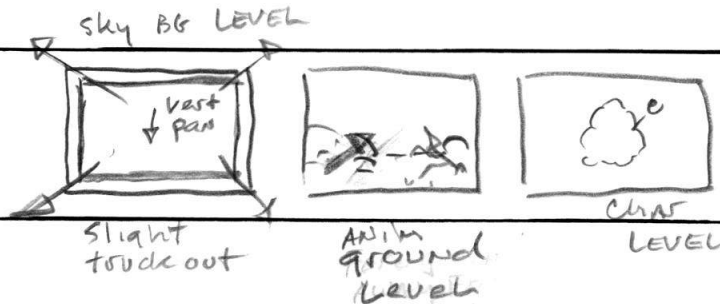
Dialog:

LSP : ( NERVOUS RUNNING )

Action:

MATCH CUT TO LSP RUNNING NERVOUSLY

Timing:



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Production :

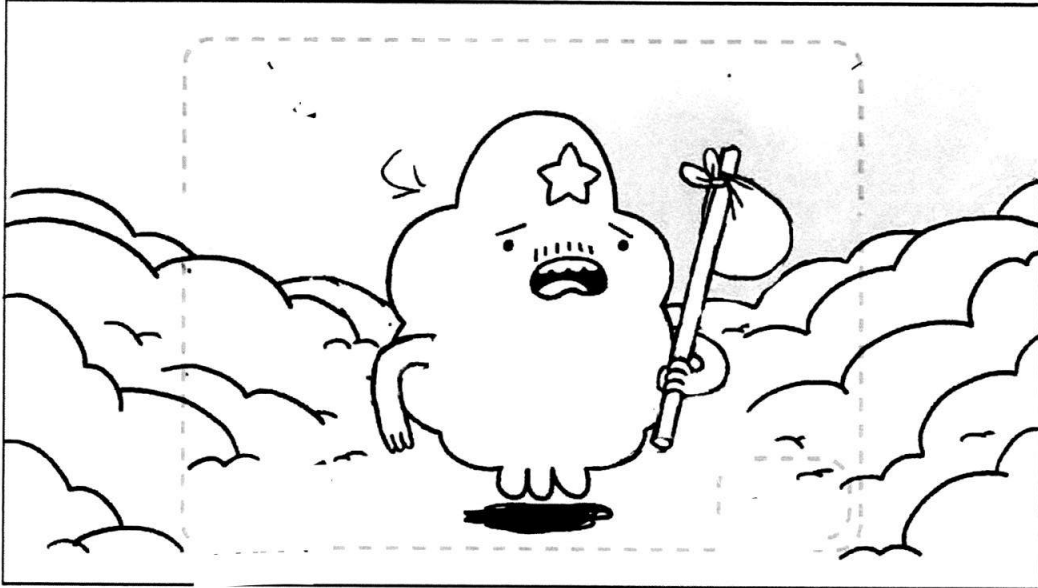
1025/167



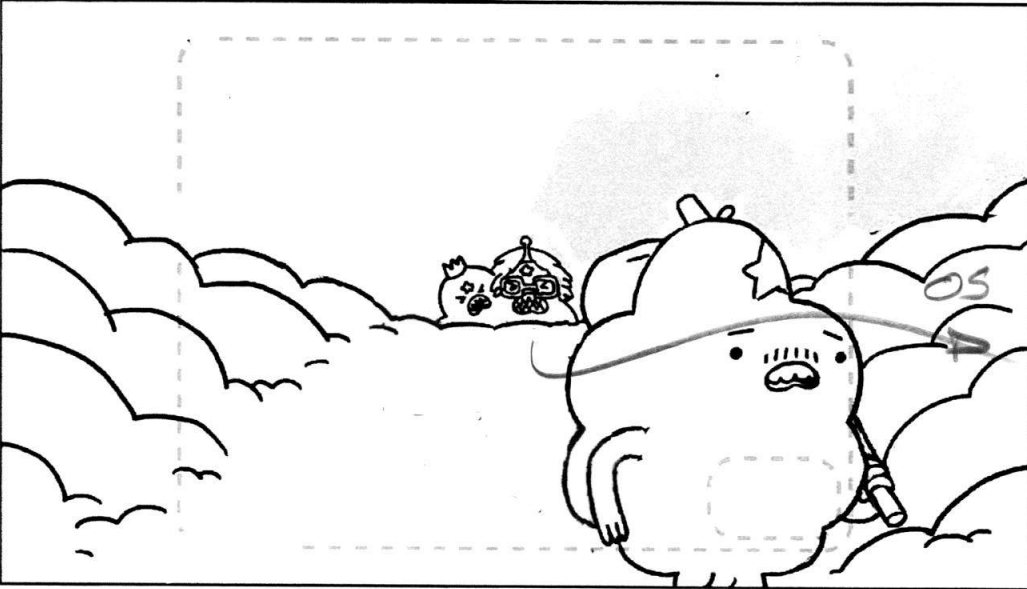
ADVENTURE TIME



Sc. 34 *CONT* Pnl. C Bg. day night



Sc. 34 *CONT* Pnl. D Bg. day night



Dialog:
Action:
Timing:

- LSP EXITS QUICKLY

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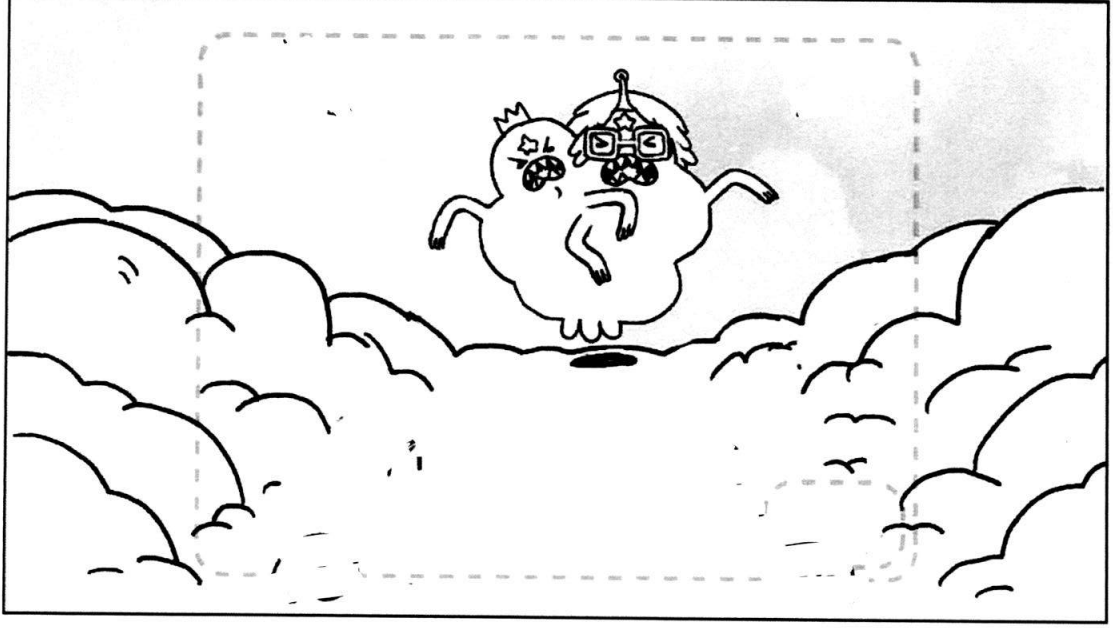


Sc. 34 *CONT*

Pnl. E

Bg.

day night

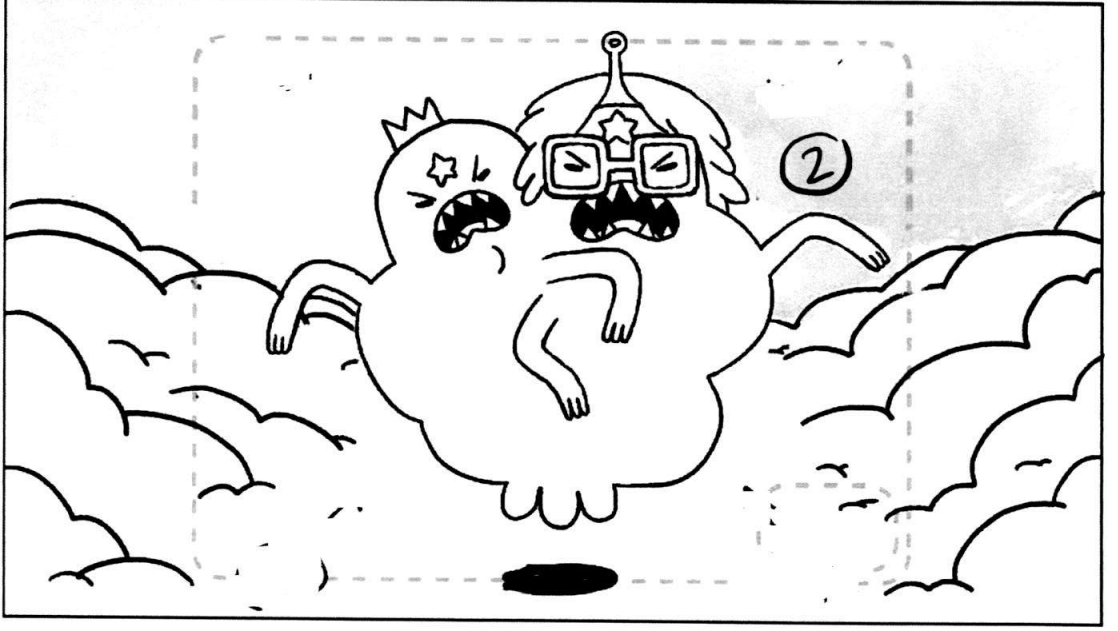


Sc. 34 *CONT*

Pnl. F

Bg.

day night

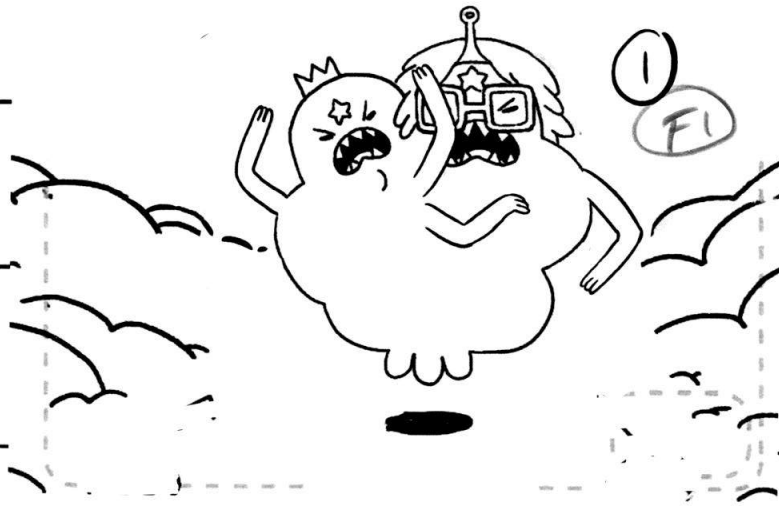


Dialog:

Action:

-LSQ+LSK GAIN ON CAM.

Timing:



LSQ&K/ (ROARING)

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*Cut*

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Production :

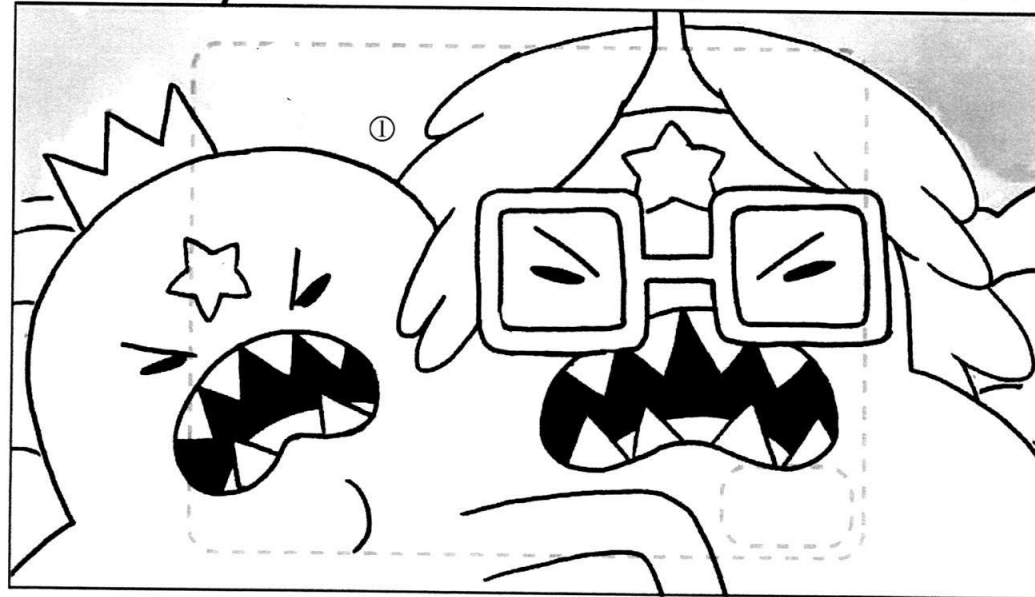
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Sc. 34 *CONT*

Pnl. G

Bg.

day night

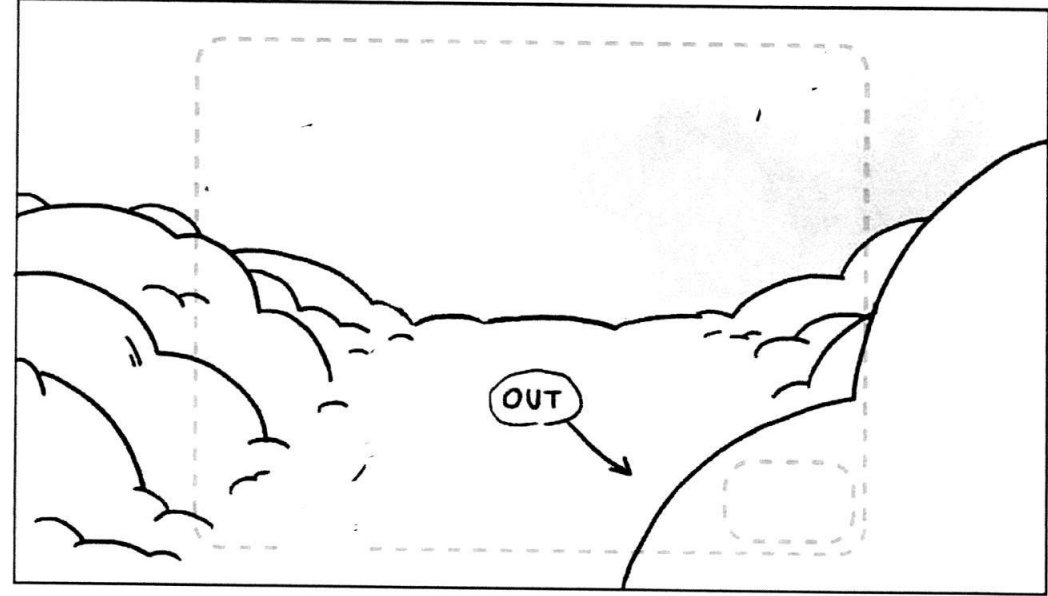


Sc. 34 *CONT*

Pnl. H

Bg.

day night



Dialog:

LSQ&K / RAHRRW!! \_\_\_\_\_

Action:

Timing:



-SSQ+K VEER OFF/S

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Cut

# ADVENTURE TIME



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50A NEXT

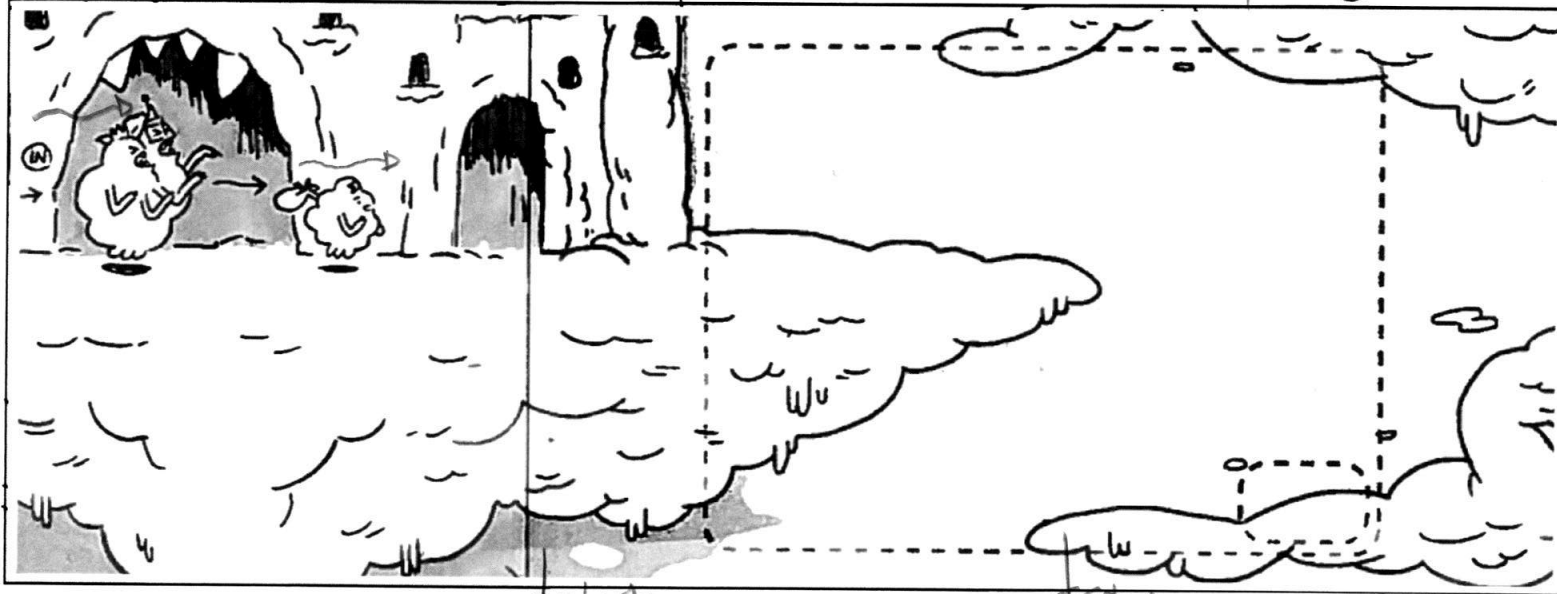
Sc. 35

Pnl. A

Bg.

day night

5/A B



Dialog:

pan w/ action

Action:

Timing:

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Production :

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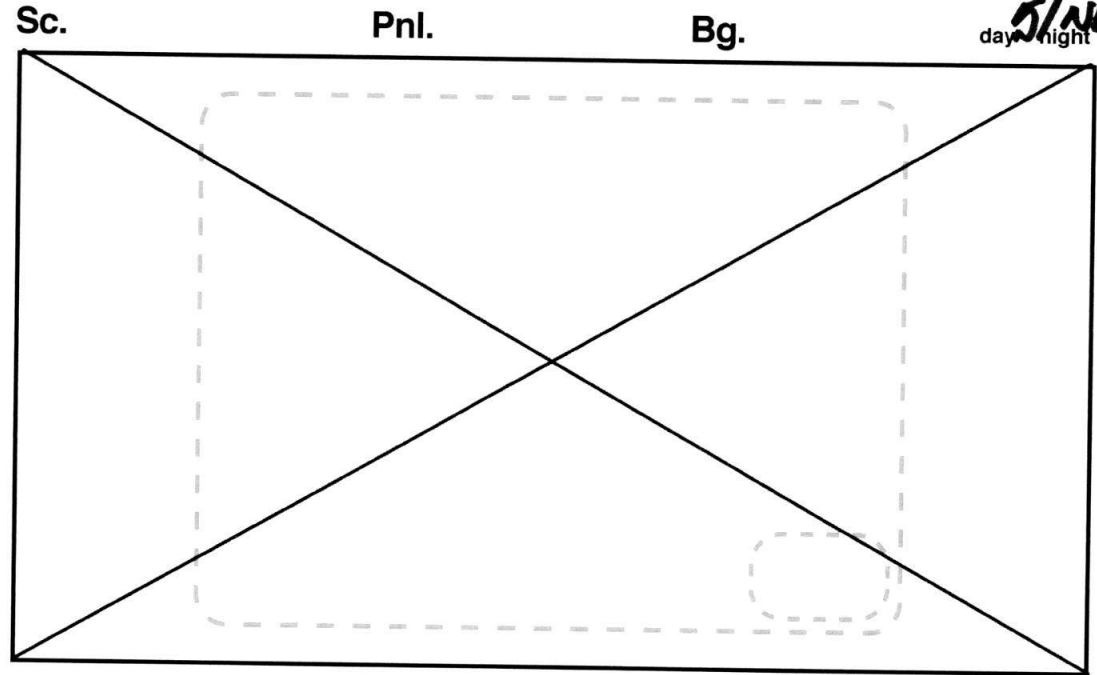
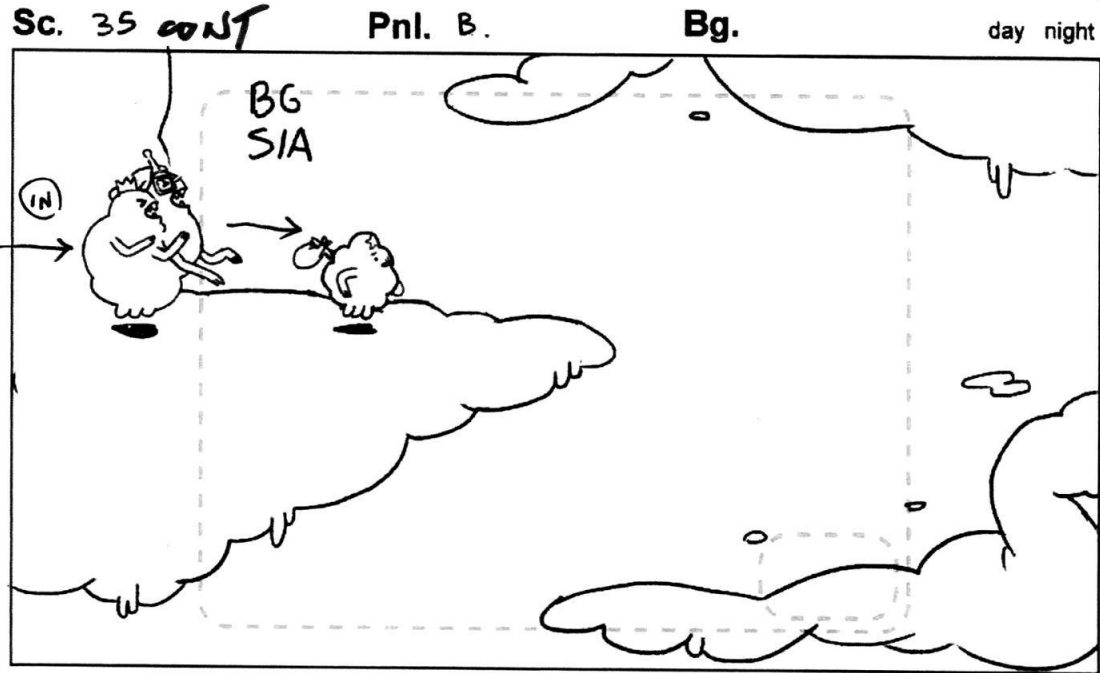
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# ADVENTURE TIME



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5/NEXT  
day night



Dialog:

Action:

- LSK&Q & LSP RUN ON/S

JAN 23 2014

Timing:

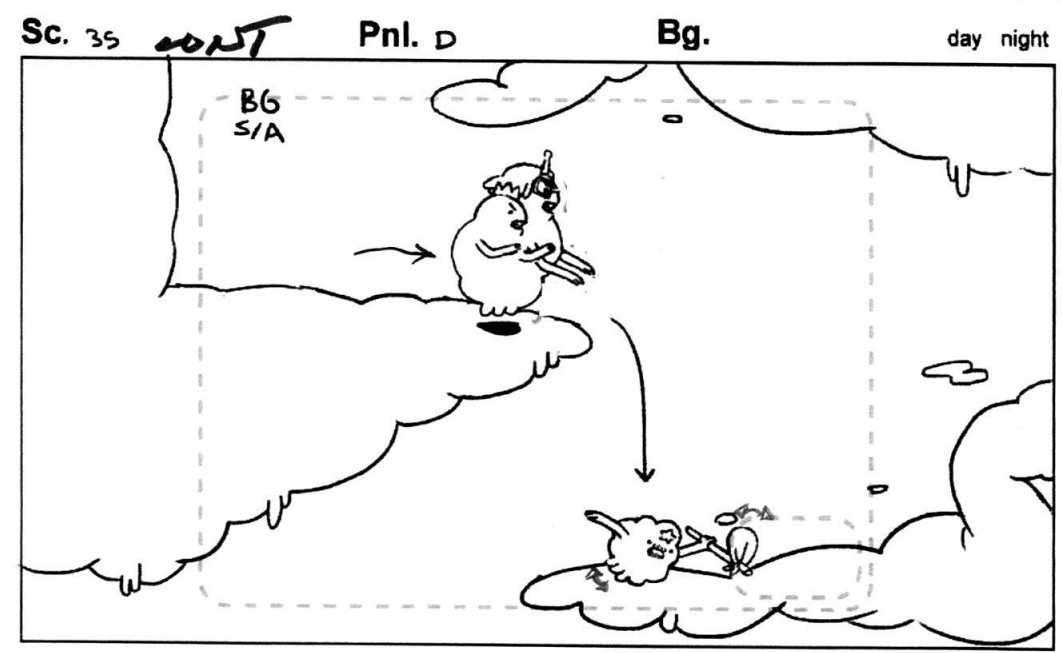
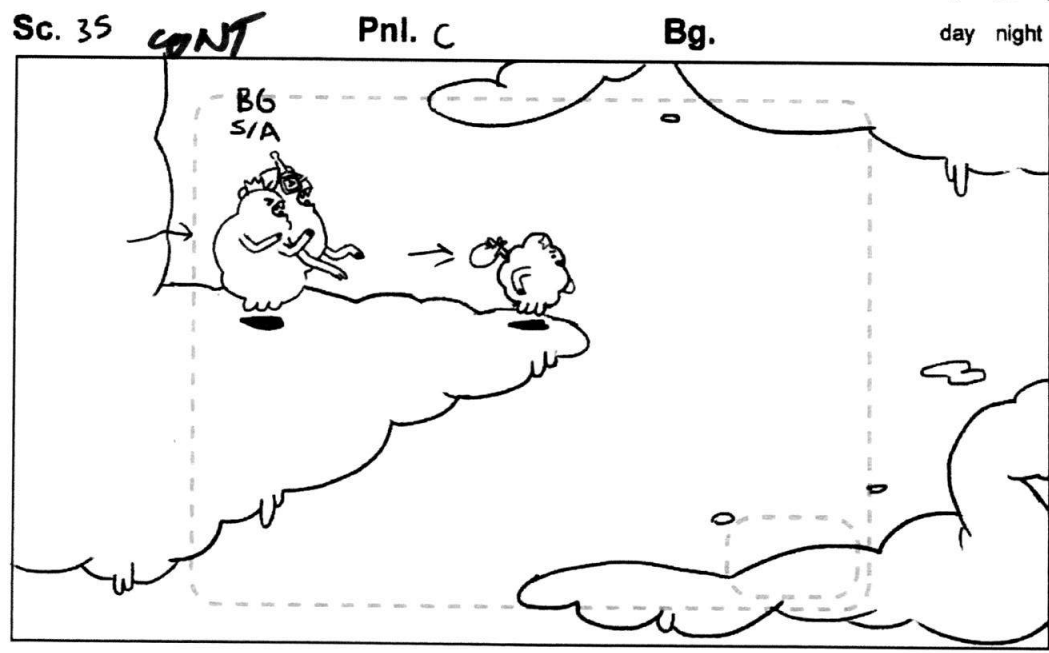
EPISODE # 1025-167

Production:

1025/167

1025/167

ADVENTURE TIME



Dialog:	<p><u>LSP</u>: EUGH!</p>
Action:	<p>- LSK + Q CHASE LSP TO EDGE OF CLOUD.</p> <p>LSP LEAPS OFF CLOUD</p>
Timing:	<p>JAN 23 2014</p>

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Production :

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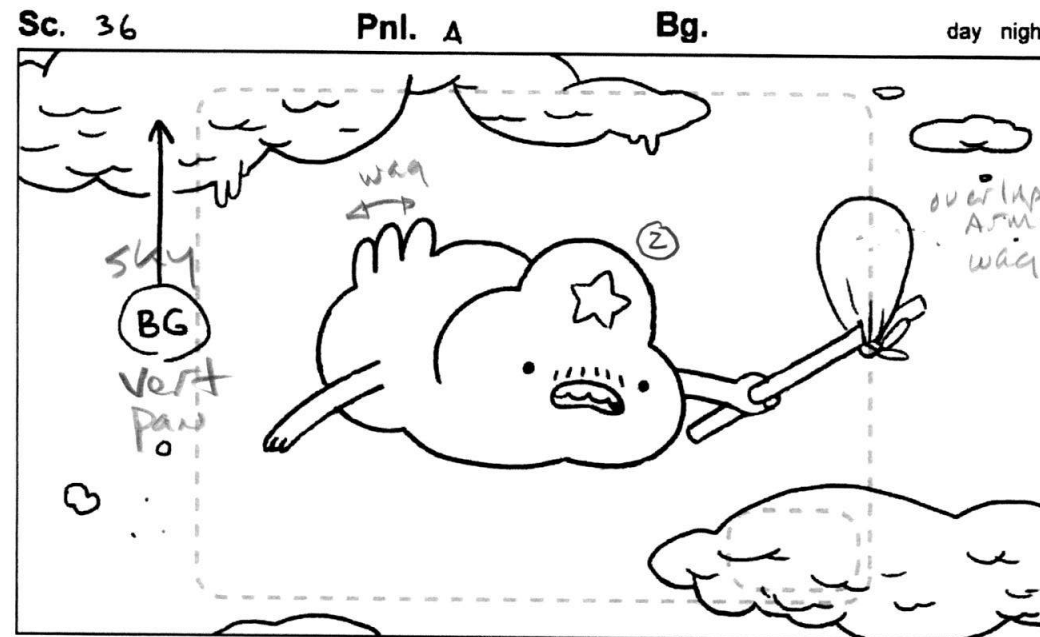
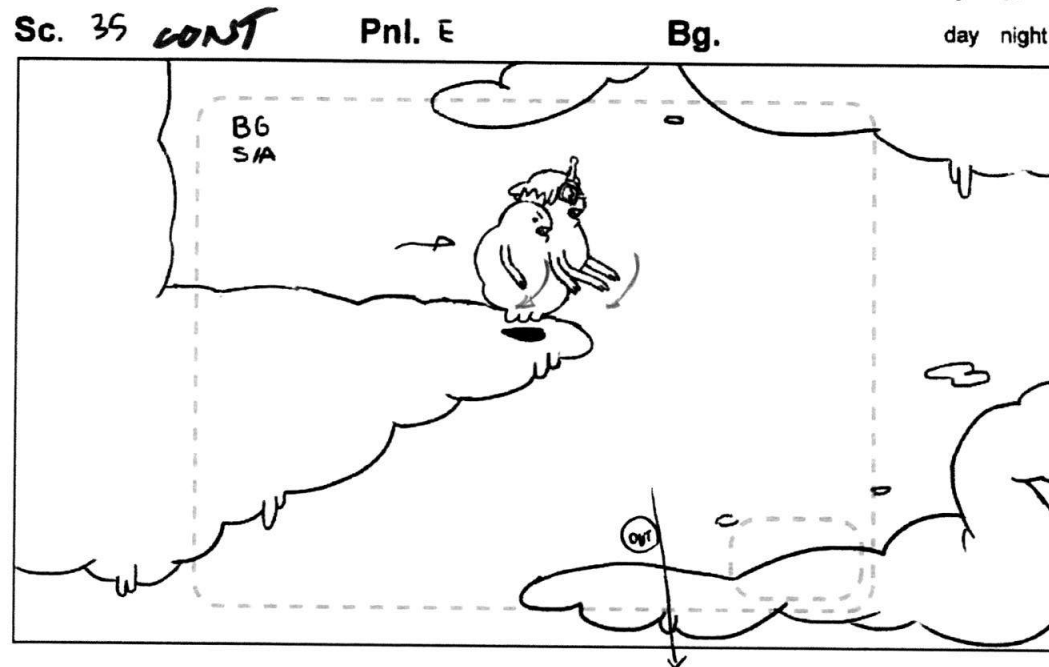
# ADVENTURE TIME



Cut

Page 52

hu  
cut



1025-167

EPISODE #

1025/167

Dialog:

Action:

LSP FALLS OFF/S

LSP FLAILS ARMS, FALLING

Timing:



Production :

1025/167

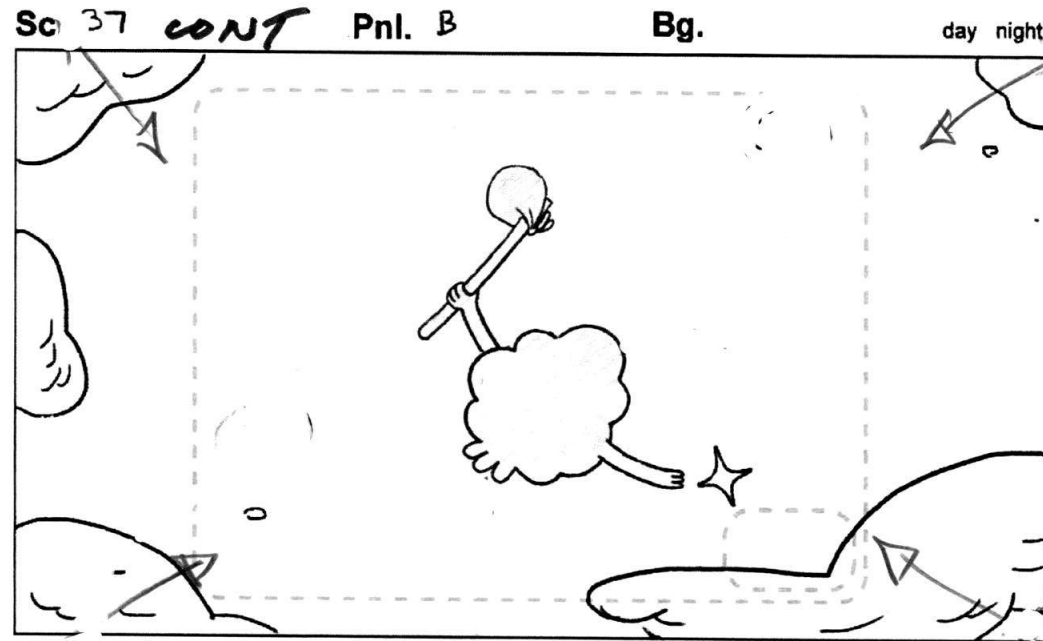
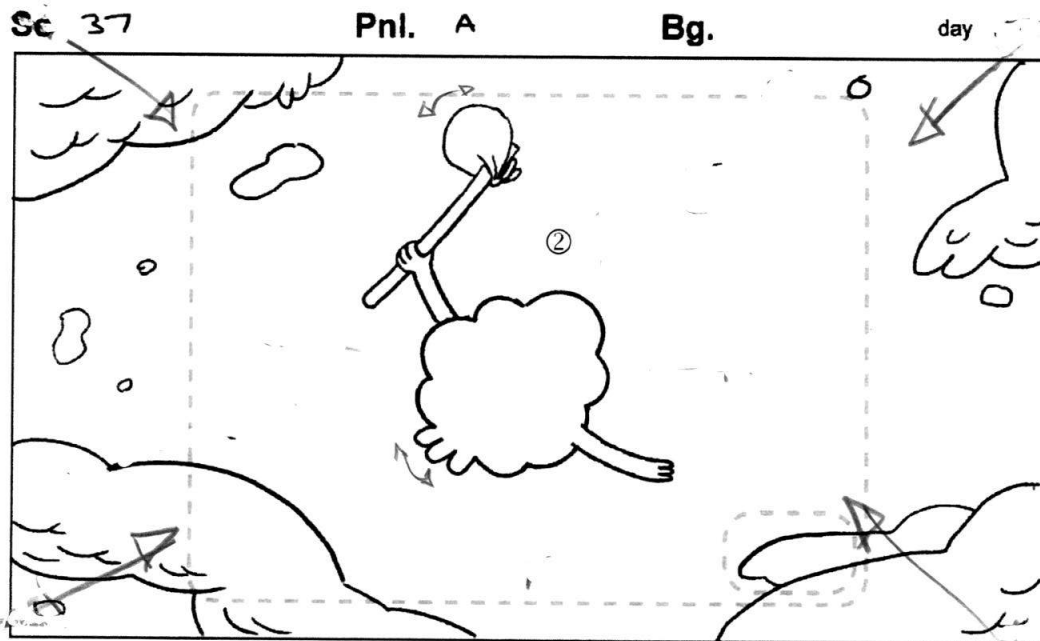
1025/167

HO  
cut

# ADVENTURE TIME



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EPISODE # 1025-167

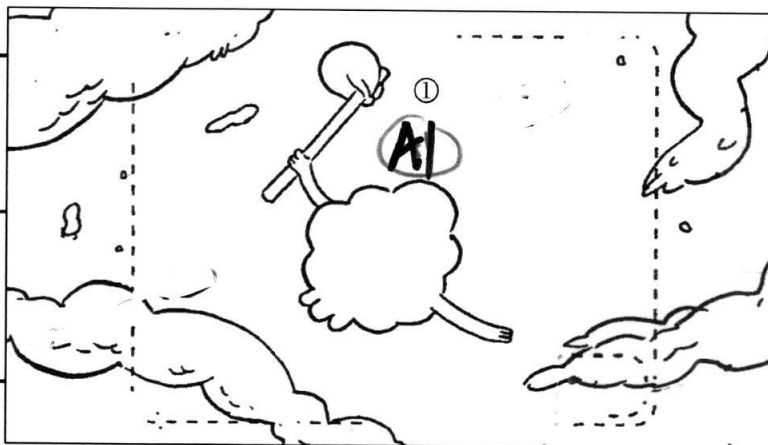
1025/167

Dialog:

Action:

- TRUCK IN ON BG.

Timing:



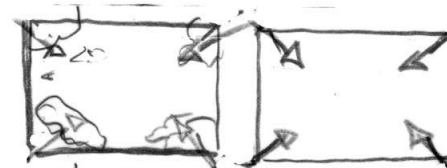
- X DISS ON STAR w/ ANIM TWO cam and morph into portal w/ cont

- Slowly FADE ON Dx body shade & Rivilit w/ star ANIM / DISS ON

X DISS ON  
- STAR FORMS IN DISTANCE

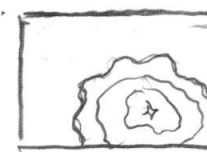
JAN 23 2014

Portal Approach



cloud  
LEVEL  
w/ truck IN  
on clouds  
faster than sky truck

sky BG  
LEVEL  
w/ truck IN  
slower than  
clouds truck



Portal  
LEVEL  
ANIM FWD  
TO CAM



cloud LEVEL

1025/167

# ADVENTURE TIME



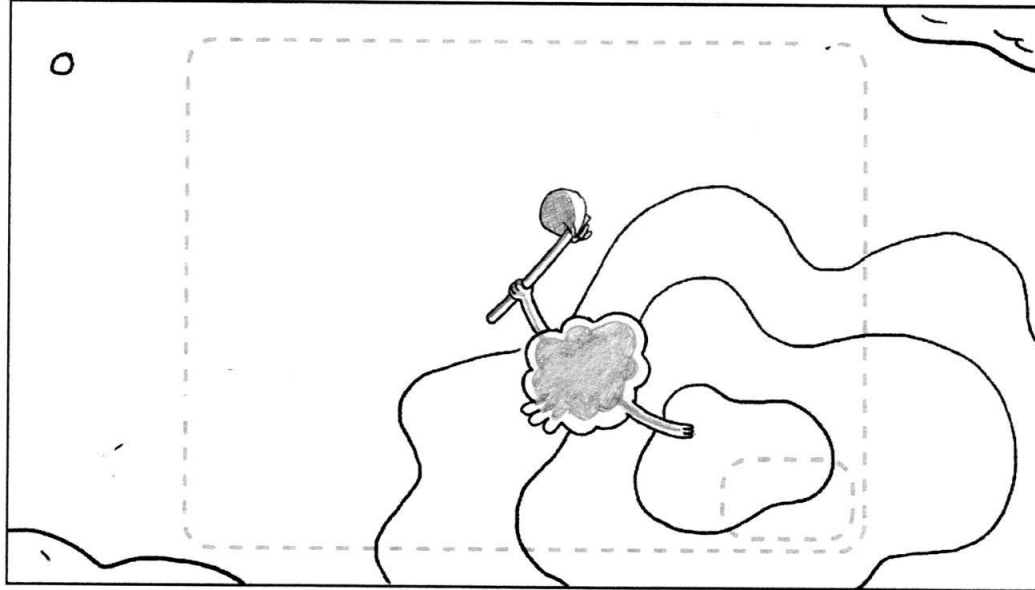
Page 54

HU  
art

Sc. 37 *CONT* Pnl. C

Bg.

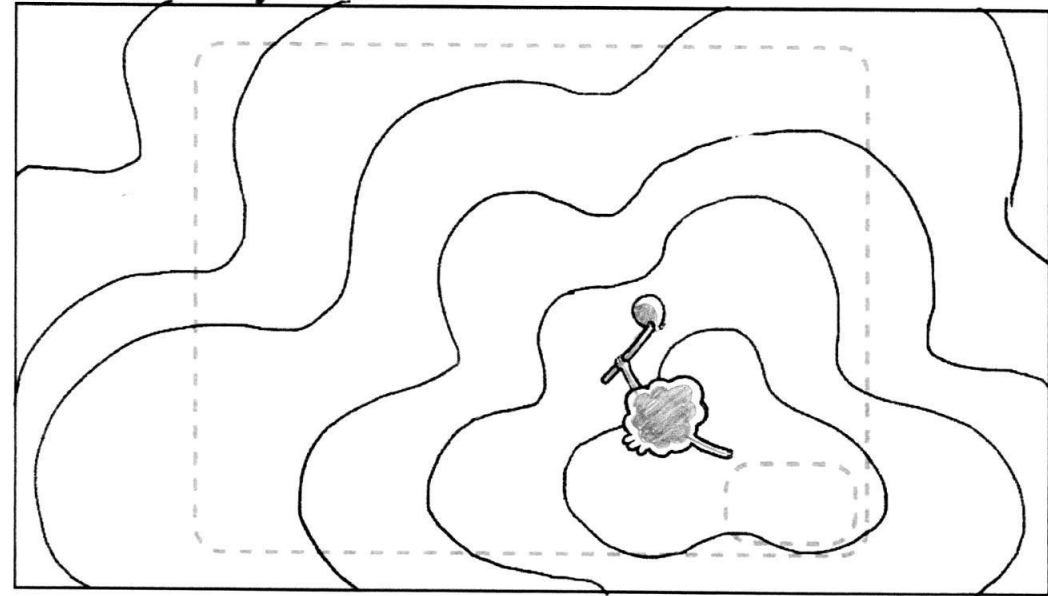
day night



Sc. 37 *CONT* Pnl. D

Bg.

day night



1025-167

EPISODE #

1025/167

Production :

Dialog:

*Cont trucks w/ char & Portal ANIMATE*  
*- SFX: \* VWOM- VWOM- VWOM- VWOM!! \**

Action:

*STAR FORMS INTO PORTAL, LSP GAINS AWAY FROM CAMERA AS HE FALLS* (REFER TO TROUBLE IN LUMPY SPACE)

Timing:

JAN 23 2014

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1025/167

Ho  
Cut

# ADVENTURE TIME



Page 55

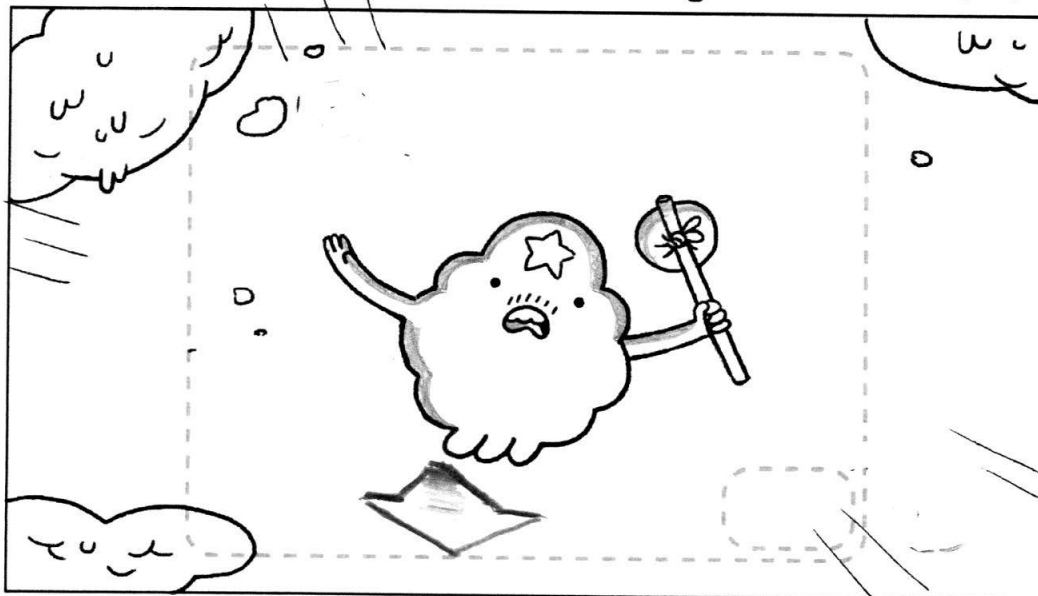
Cut

Sc. 38

Pnl. A

Bg.

day night



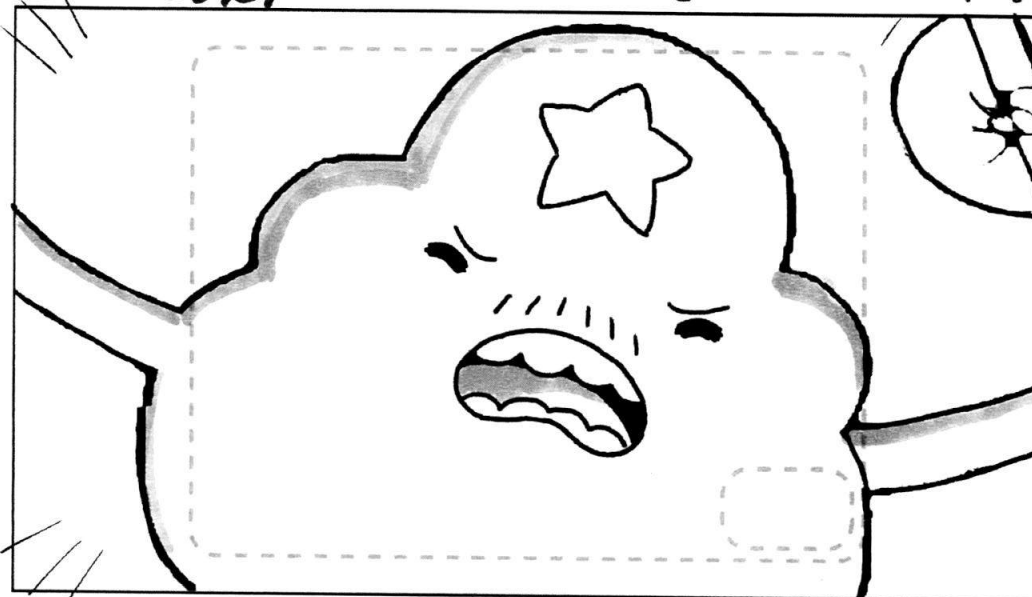
Sc. 38

CONT

Pnl. B

Bg.

day night



Dialog:

FALLS TWD Cam.

very  
Bright LSP/AAAHH!

Action:

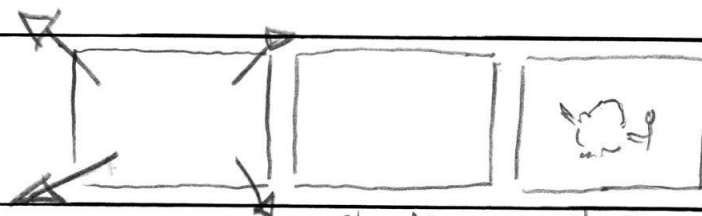
- LSP GAINS ON CAM

FADE UP

Brightness  
thru sc

- LIGHT OVERTAKES LSP

Timing:



clouds  
LEVEL  
w/ truck out  
Fast to slow

sky Bg  
LEVEL  
w/ truck out  
slower

char  
LEVEL  
ANIM TWD'S  
CAM.

JAN 23 2014

Production :

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1025/167

Cut

# ADVENTURE TIME



Page 56

Sc. 39

Pnl. A

Bg.

day night



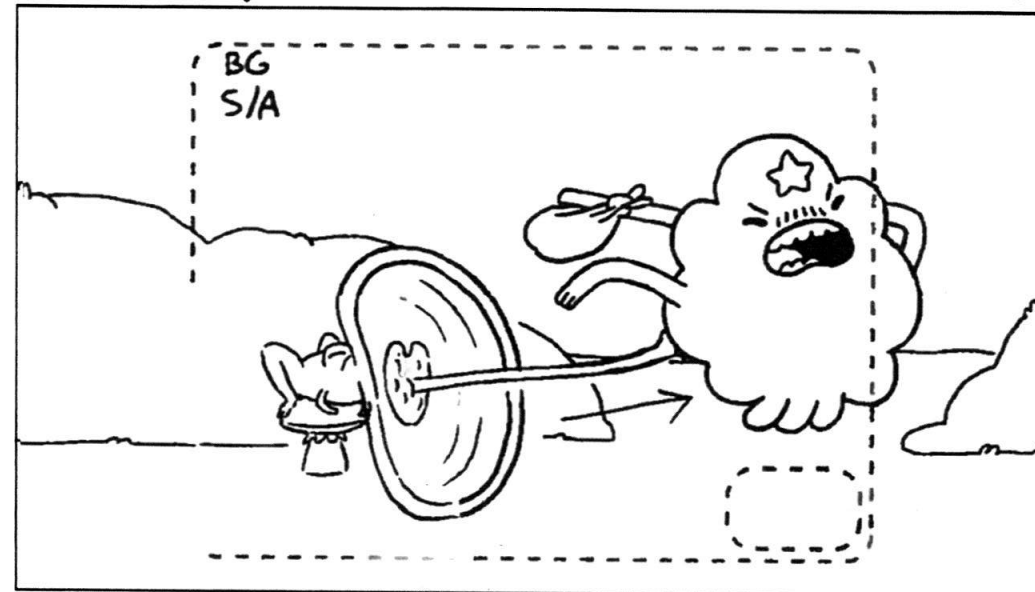
Sc. 39

CONT

Pnl. B

Bg.

day night



Dialog:

LSP / AAH! \_\_\_\_\_

Action:

- FROG FROM 'TROUBLE IN LUMPY SPACE'.

Timing:



- LSP SHOOTS OUT OF FROG'S MOUTH.

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# ADVENTURE TIME



NO SC'S 40, 41

Page 57

NO PG-58  
day night

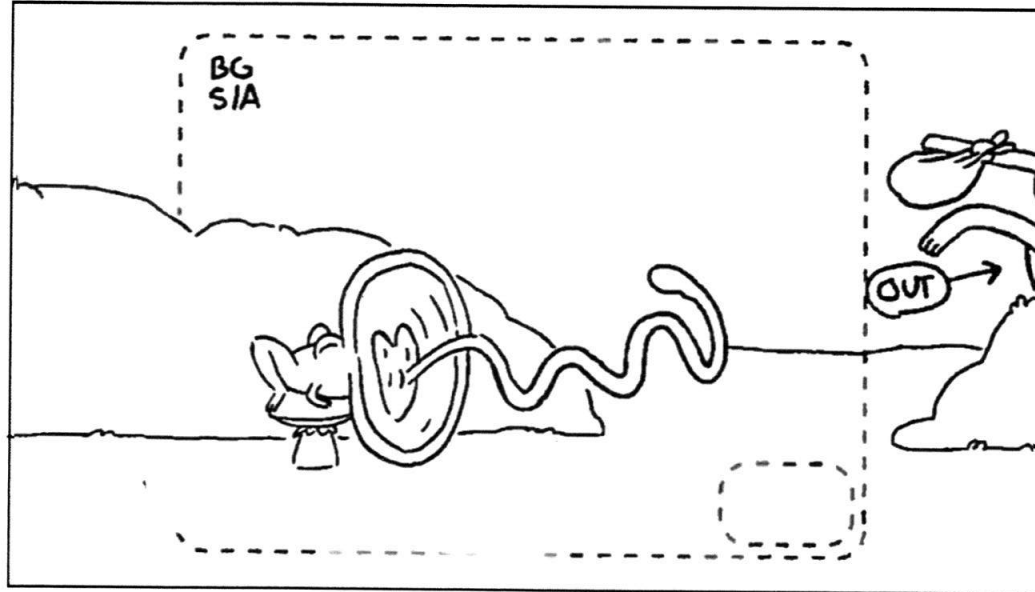
*cut*

Sc. 39 *CONT*

Pnl. C

Bg.

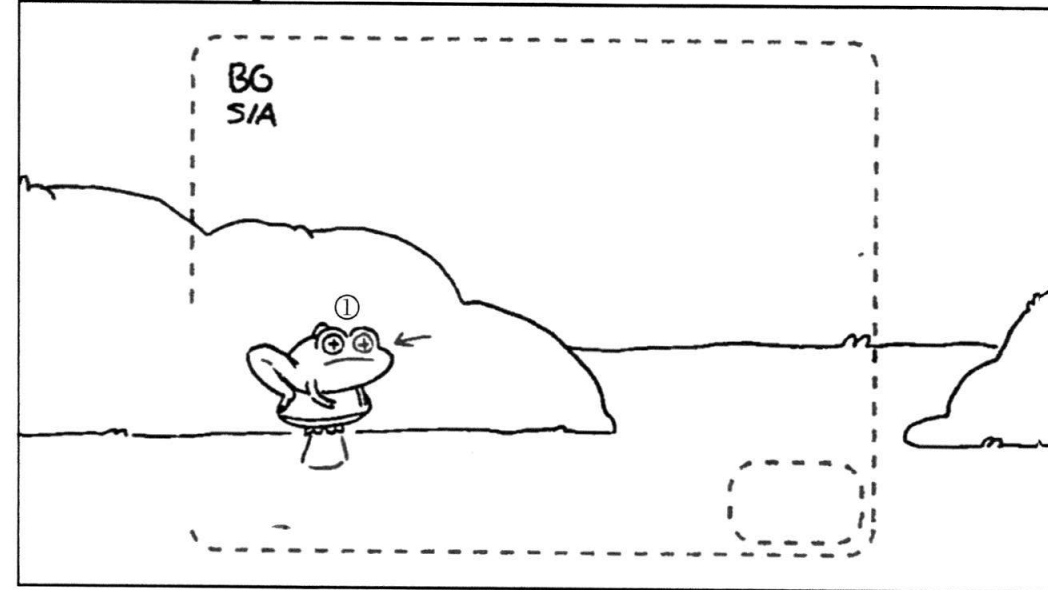
day night



Sc. 39 *CONT*

Pnl. D

Bg.



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EPISODE #

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Production :

Dialog:

SFX: \*WPSH!\*

Action:

- TONGUE RELEASES LSP & RETRACTS

- LSP FUES OFF/S.

Timing:



JAN 23 2014

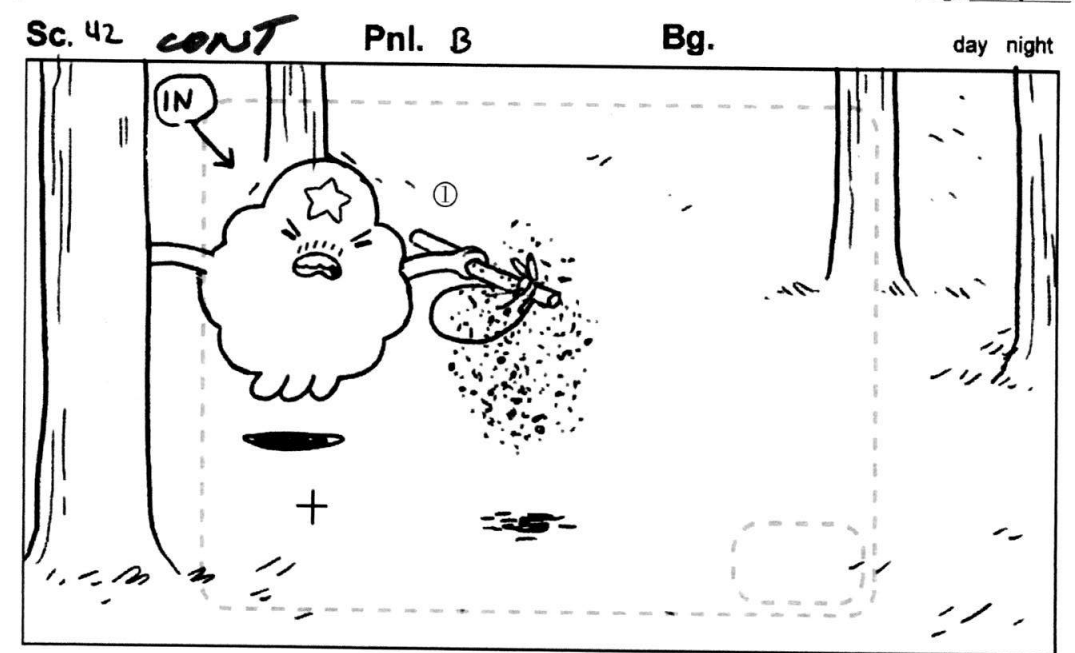
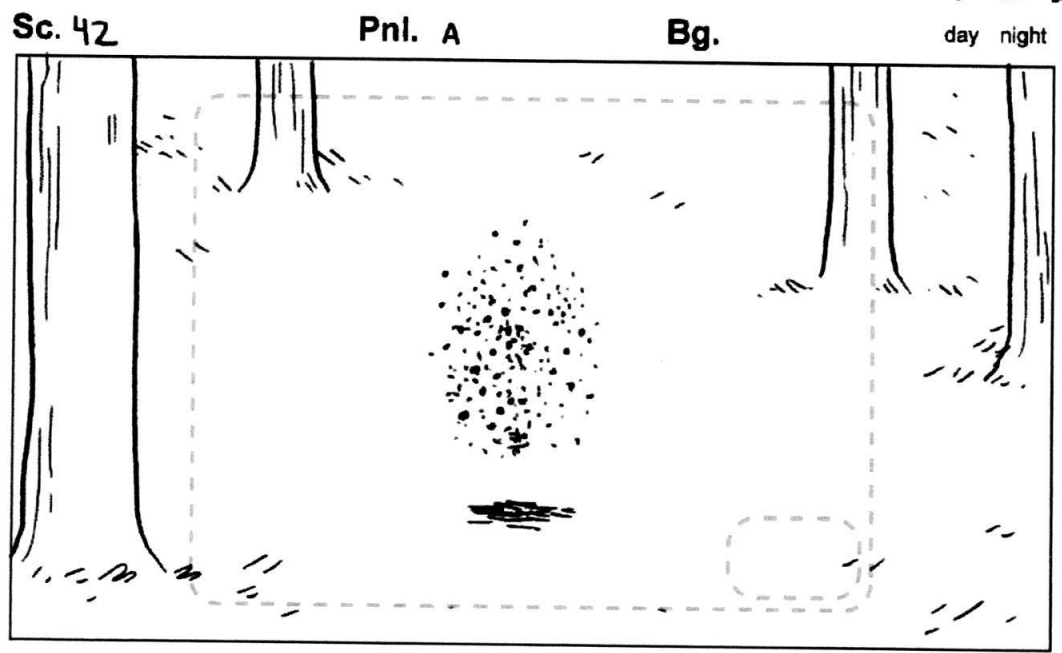
1025/167

1025/167

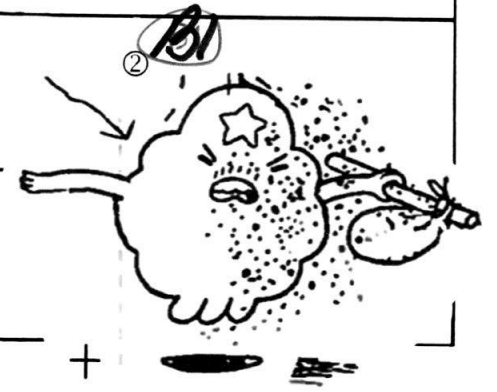


Act

# ADVENTURE TIME



Dialog:	SFX / BZZZ	SFX / BZZZZ	JAN 23 2014
Action:	- CLOUD OF BUGS SWARMING AROUND ITSELF		
Timing:	- LSP FLIES ON/5.		



Production :

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ADVENTURE TIME



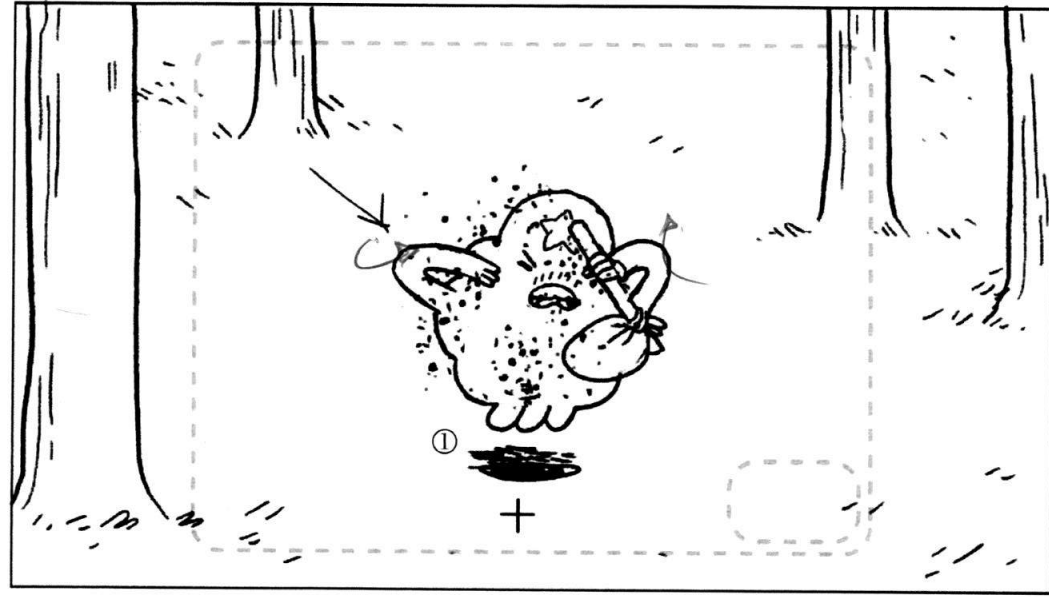
Page 60

Sc. 42 CONT

Pnl. C

Bg.

day night

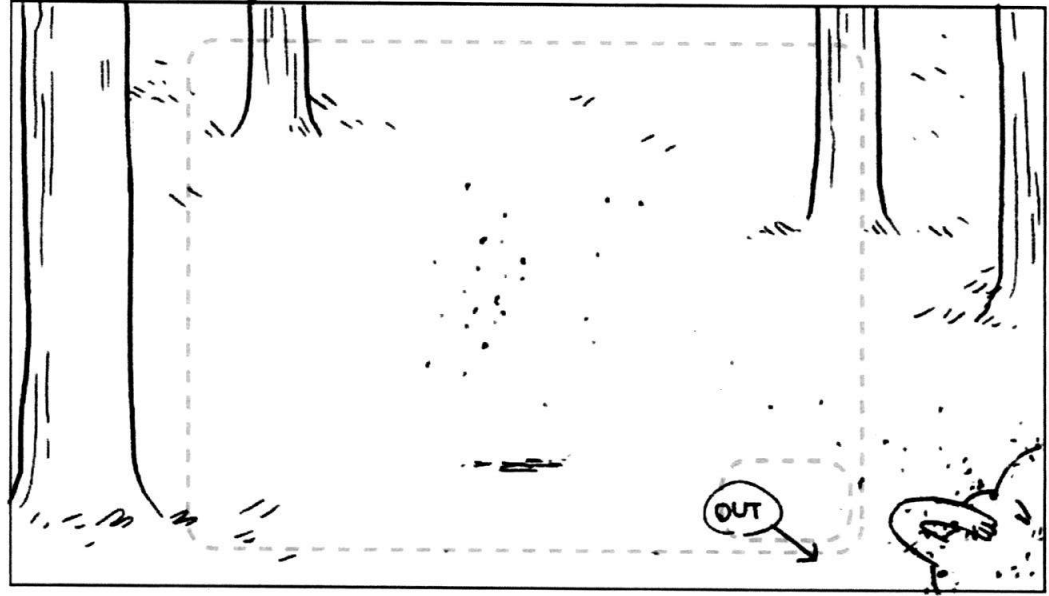


Sc. 42 CONT

Pnl. D

Bg.

day night



Dialog:

SFX/ BZZZ

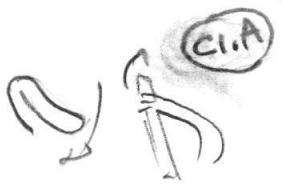
LSP/ AAHHH!

LSP/ UGH!

Action:

LSP FUES THROUGH CLOUD & FLAILS ARMS

LSP FUES OFF/S



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Cut

# ADVENTURE TIME



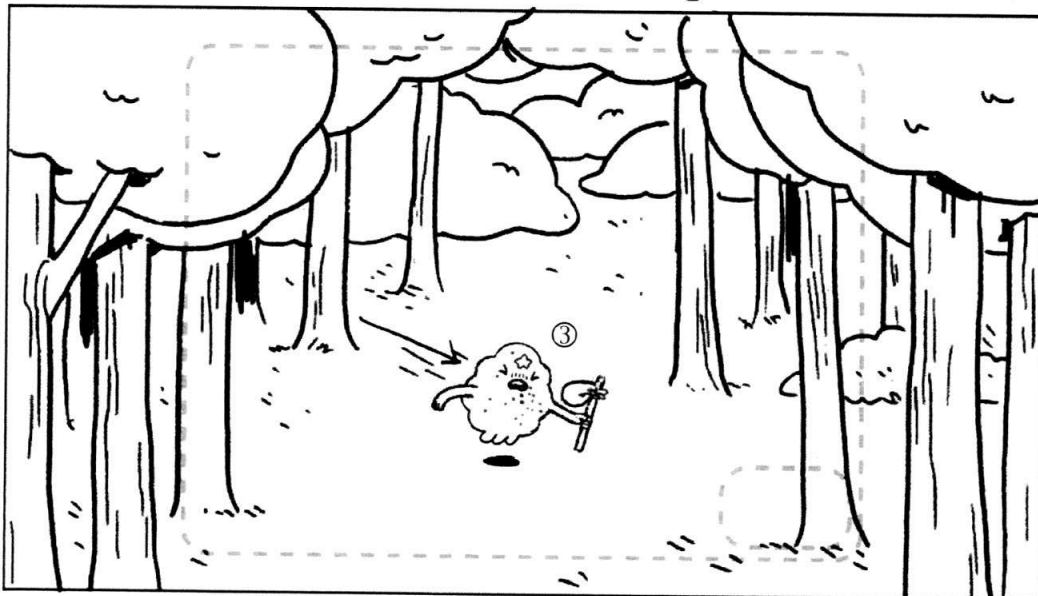
Page 61

Sc. 43

Pnl. A

Bg.

day night

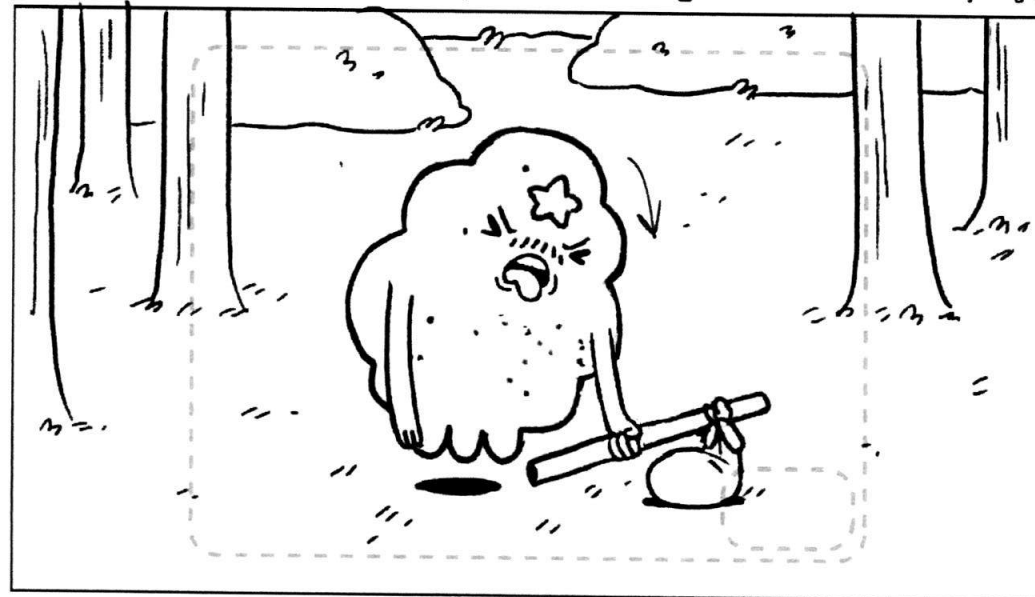


Sc. 44

Pnl. A

Bg.

day night



Dialog:

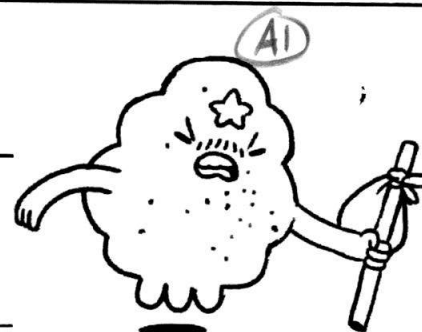
LSP/ PEH! PEH! UGH!

Action:



Timing:

LSP/ PEH PEH!



LSP STOPS

JAN 23 2014

Production :

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ADVENTURE TIME



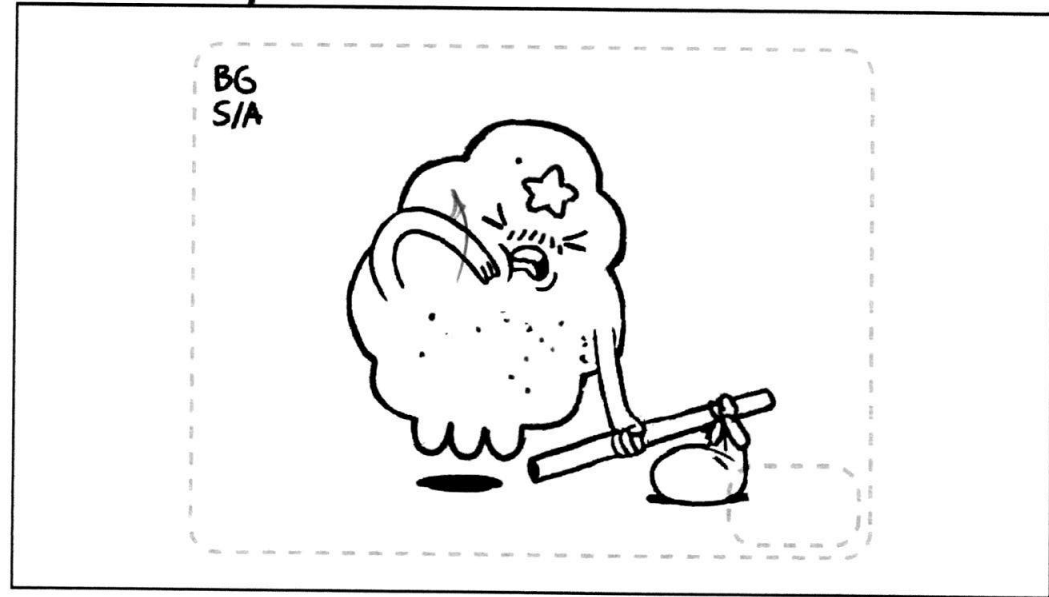
Page 62

Sc. 44 *CONT*

Pnl. B

Bg.

day night

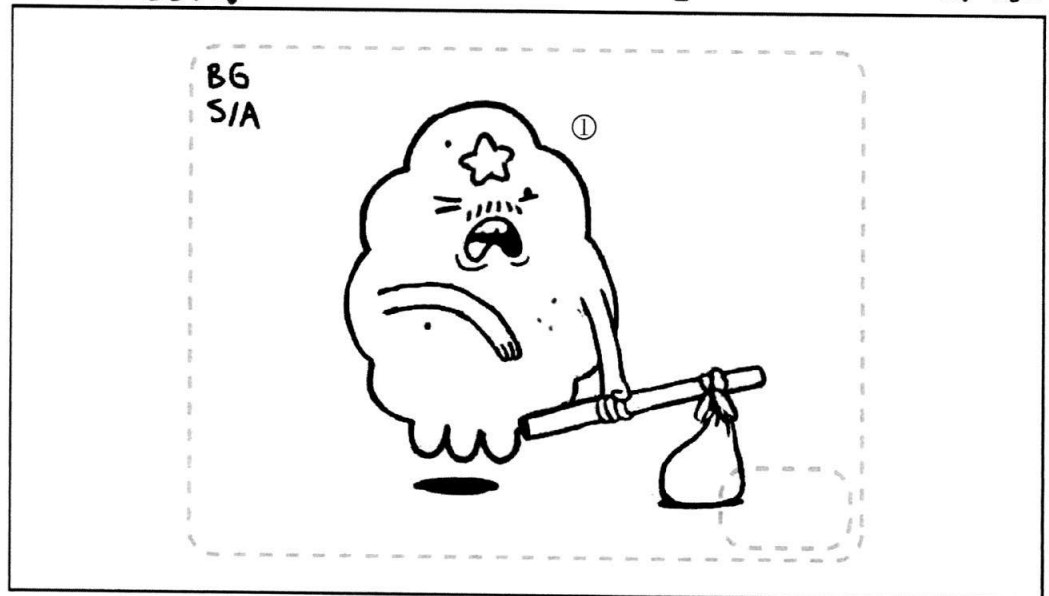


Sc. 44 *CONT*

Pnl. C

Bg.

day night



Dialog:	
<u>LSP / UGH ...</u>	
Action:	- LSP WIPES FACE.
Timing:	

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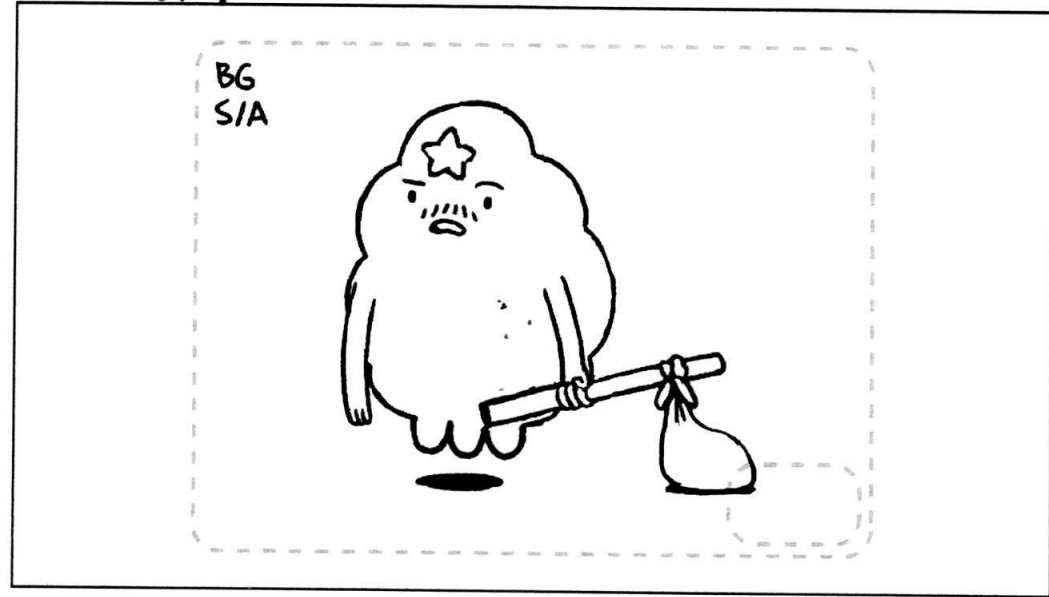


Sc. 44 *CONT*

Pnl. D

Bg.

day night

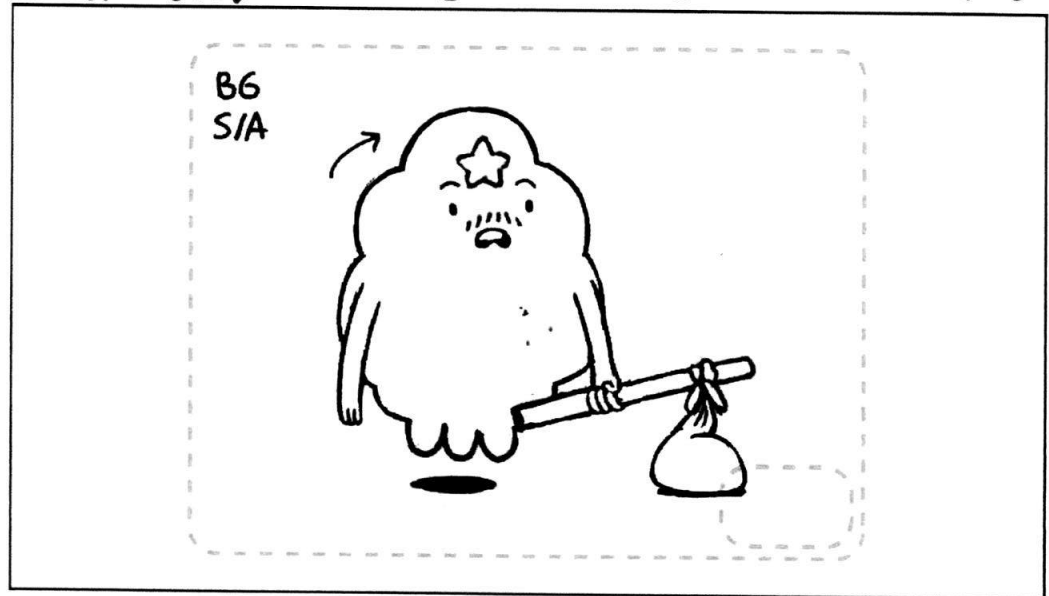


Sc. 44 *CONT*

Pnl. E

Bg.

day night



Dialog:	<u>LSP</u> / HUH ?	
Action:	LSP LOOKS UP	LSP LOOKS AROUND
Timing:	JAN 23 2014	

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ADVENTURE TIME

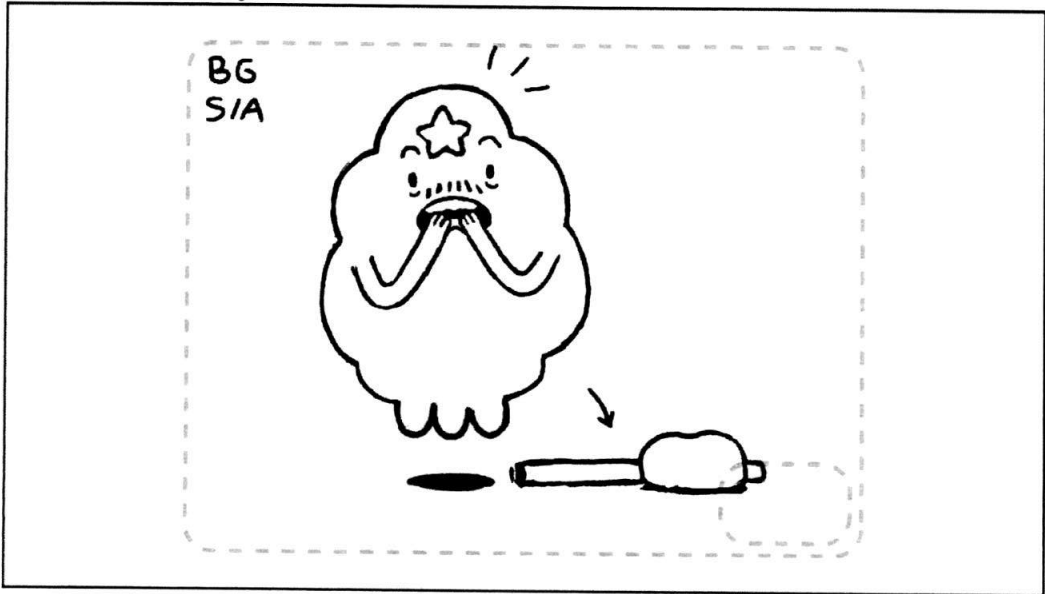


Sc. 44 *CONT*

Pnl. F

Bg.

day night



Sc. 45

Pnl. A

Bg.

day night



Dialog:	
LSP/ *GASP!! *	
Action:	LSP DROPS BUNDLE. - LSP SEES A BUNCH OF HIDING ANIMALS.
Timing:	
JAN 23 2014	

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# ADVENTURE TIME



HO  
CUT

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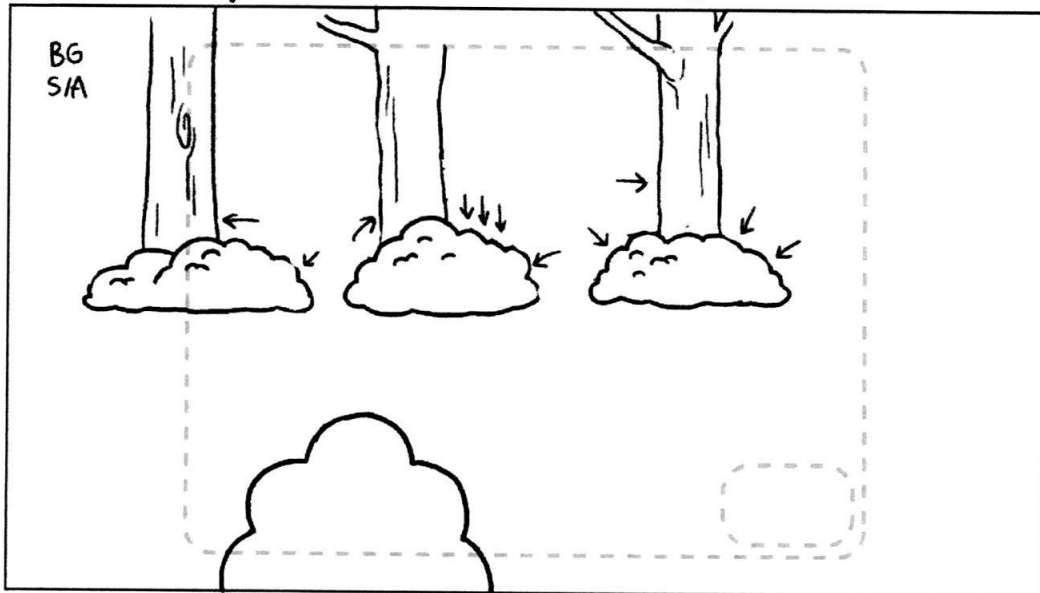
HO  
CUT

Sc. 45 *CONT*

Pnl. B

Bg.

day night

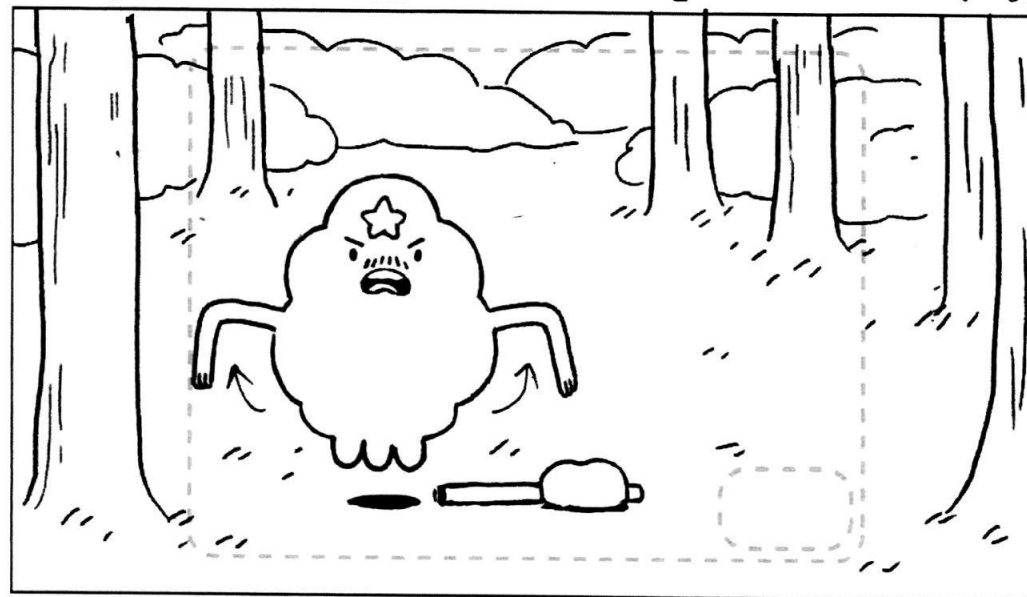


Sc. 46

Pnl. A

Bg.

day night



Dialog:

SFX : \* SHFF! \*

LSP / WHO'S THERE !

Action:

ANIMALS HIDE

Timing:



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HO  
Cut

# ADVENTURE TIME



Page 66

Sc. 47

Pnl. A

Bg.

day night



Sc. 47 *CONT*

Pnl. B

Bg.

day night



Dialog:

LSP / REVEAL YOURSELF!

Action:

(AL)

- LSP SHAKES FIST.

- ANIMALS SLOWLY COME BACK OUT

Timing:



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HO  
Cut

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1025/167

no cut

# ADVENTURE TIME



Page 67

no cut

Sc. 48

Pnl. A

Bg.

day night

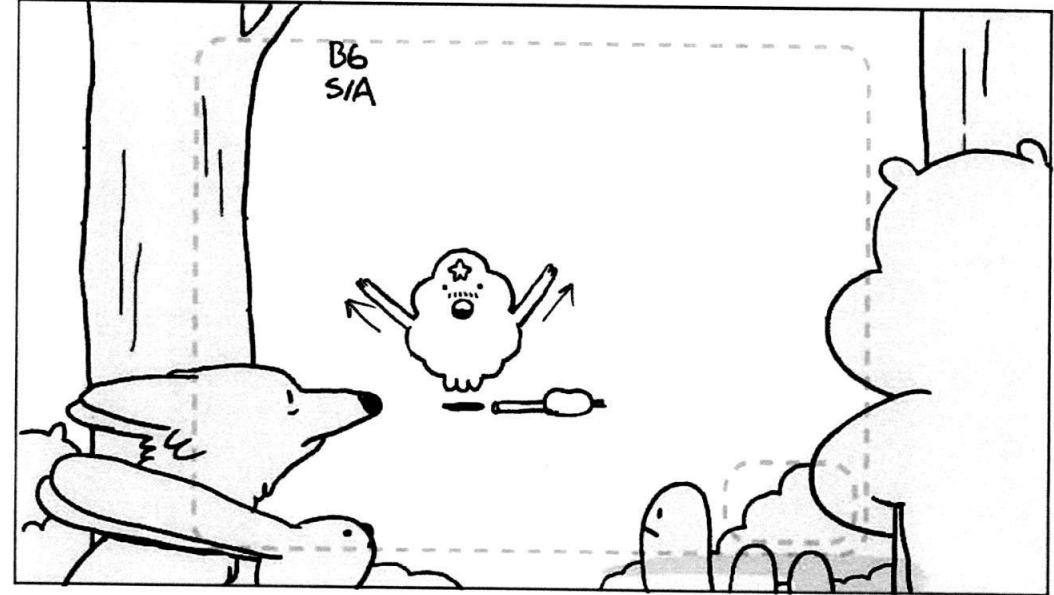


Sc. 48 *cont*

Pnl. B

Bg.

day night

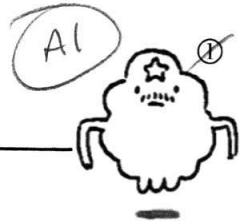


Dialog:

LSP/ HMMM...

LSP/ CITIZENS OF THIS REALM ...

Action:



Timing:

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Production :

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1025/167

170 cut

# ADVENTURE TIME



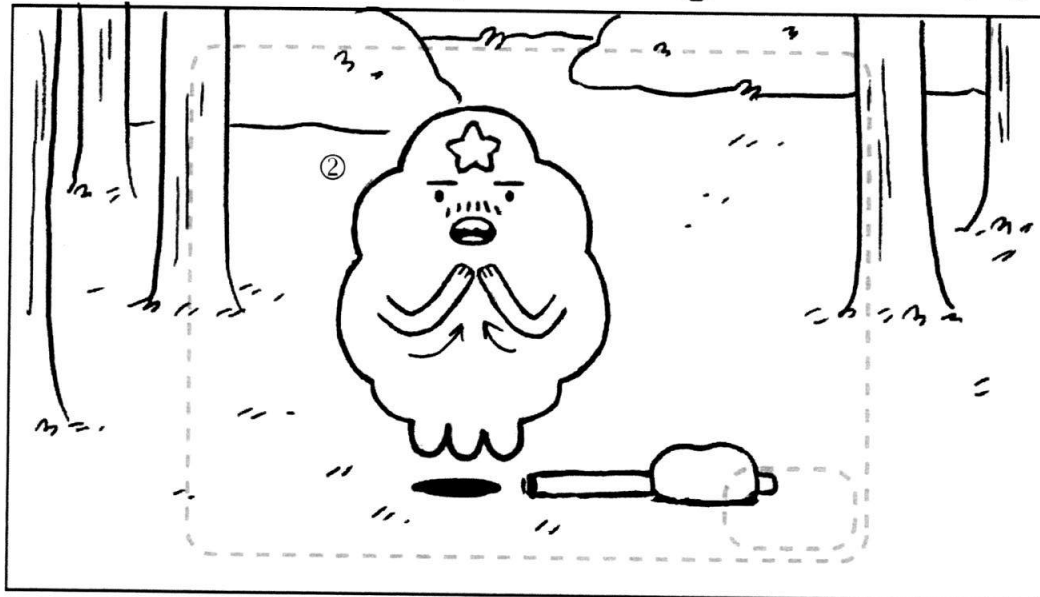
Page 68

Sc. 49

Pnl. A

Bg.

day night



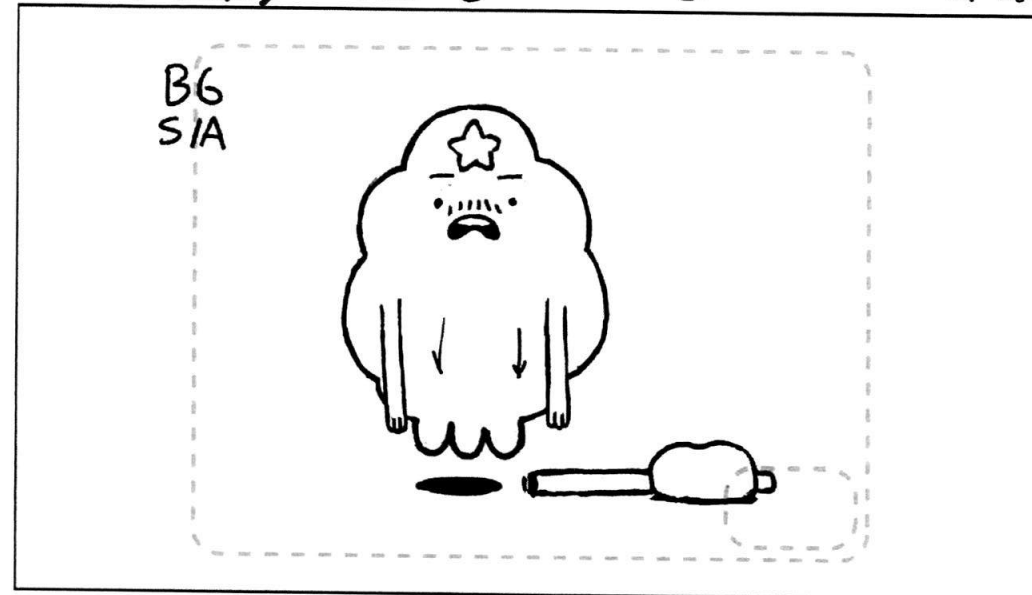
Sc. 49

CONT

Pnl. B

Bg.

day night



Dialog:

LSP/ I AM THE ONE AND ONLY HEIR TO THE THRONE  
OF THE LUMPY SPACE KINGDOM ...

LSP/ I MEAN...

Action:



Timing:

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Production :

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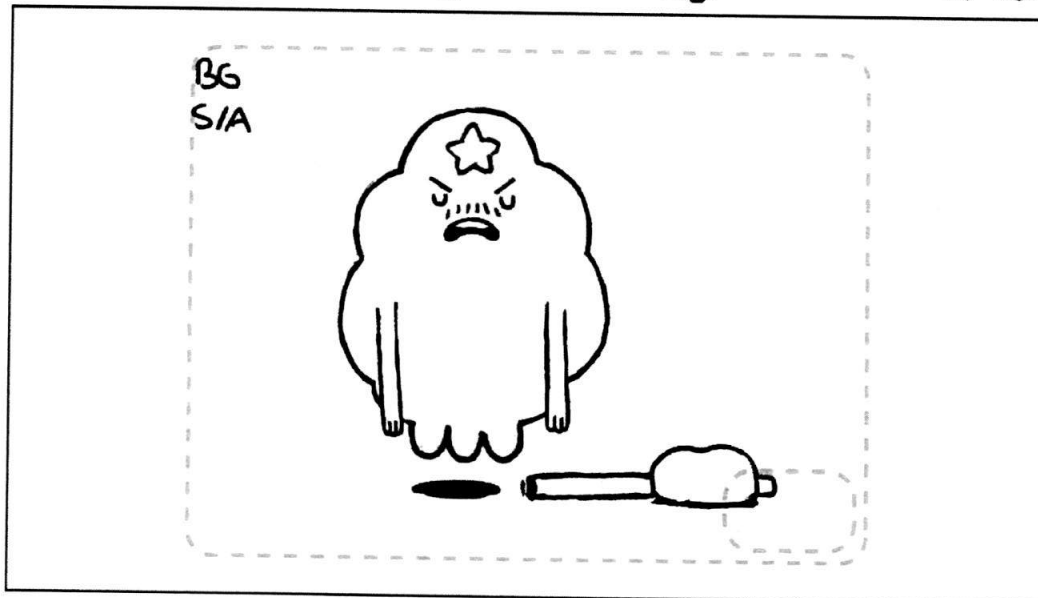
Page 69

Sc. 49 *CONT*

Pnl. C

Bg.

day night

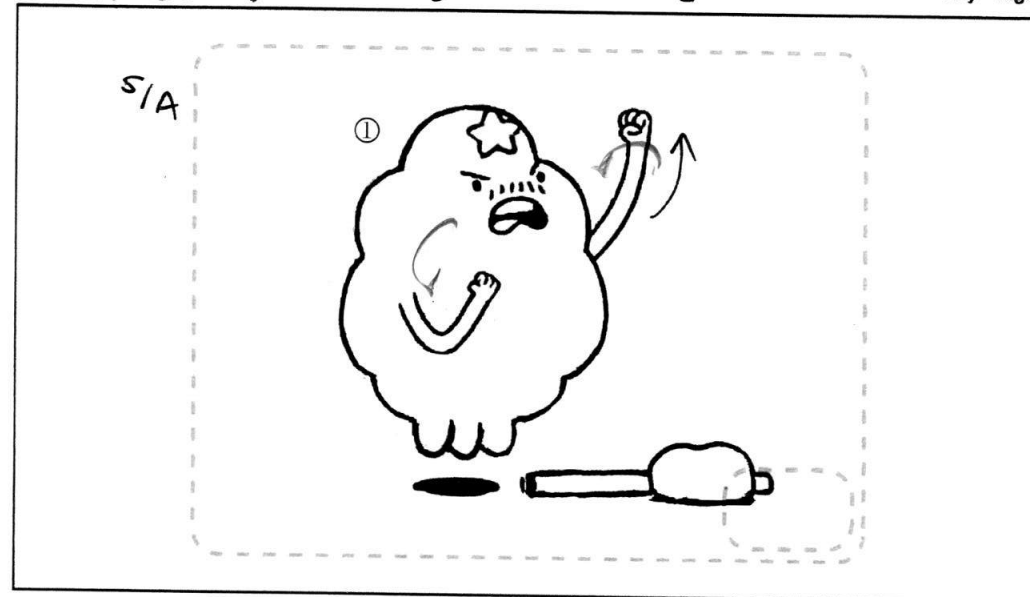


Sc. 49 *CONT*

Pnl. D

Bg.

day night



Dialog:

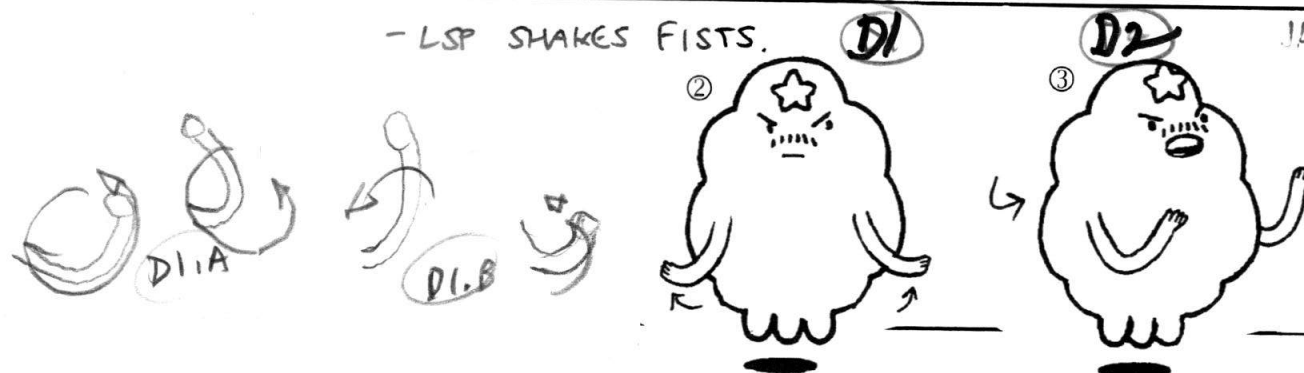
LSP / I USED TO BE.

LSP / I REBELLED AGAINST MY PARENTS

Action:

- LSP SHAKES FISTS.

Timing:



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# ADVENTURE TIME



*Cut*

NO SC  
50

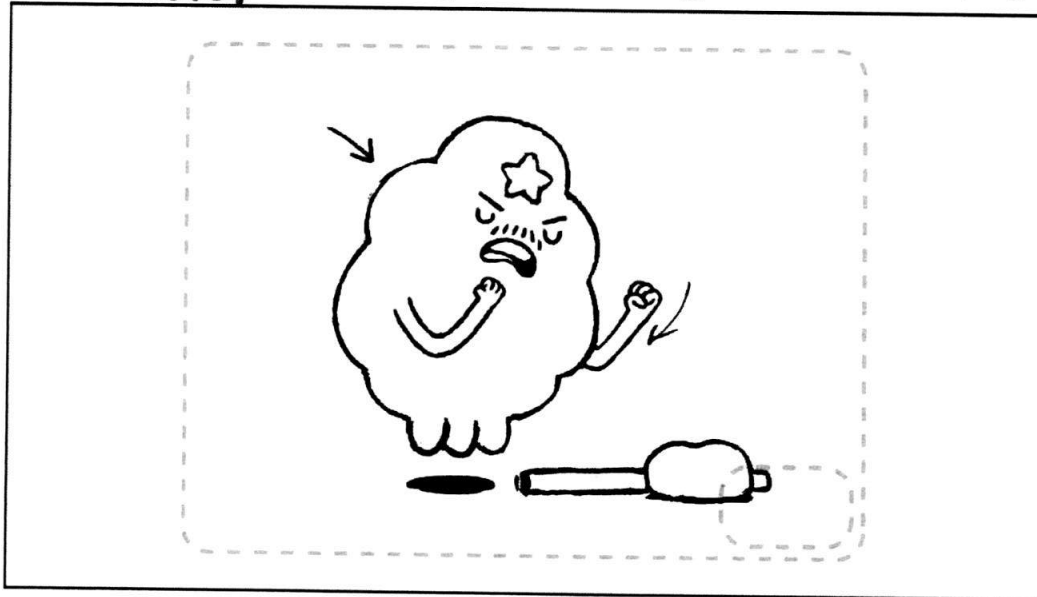
Page 70

Sc. 49 *CONT*

Pnl. €

Bg.

day night

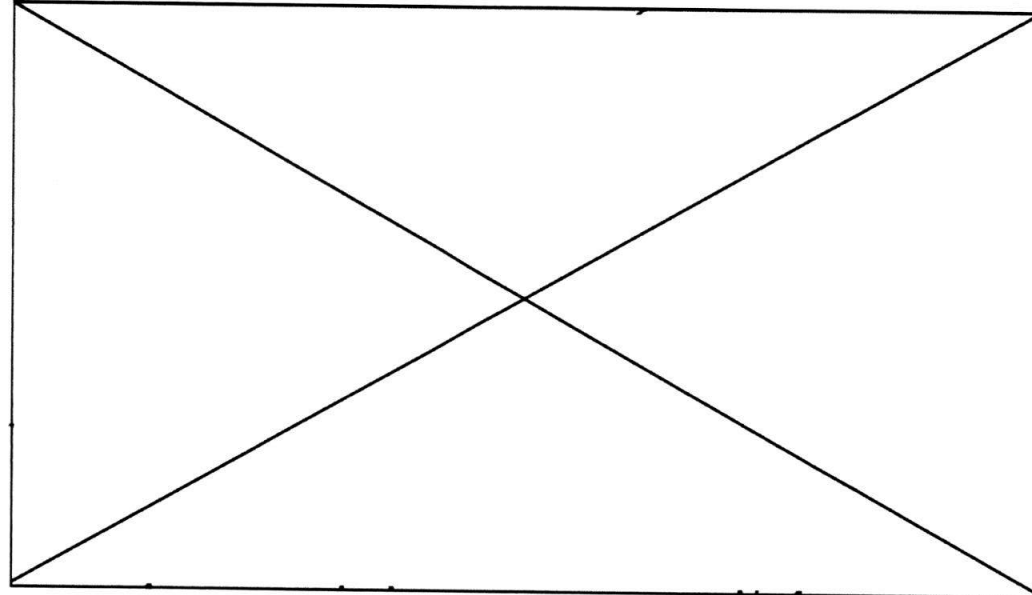


Sc.

Pnl.

Bg.

day night



Dialog:

LSP/ AND NOW I AM A REFUGEE . . .

Action:

Timing:

JAN 23 2014

Production :

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# ADVENTURE TIME



Page 71

*HW*  
*cut*

Sc.	Pnl.	Bg.	day	night

Sc. 51	Pnl. A	Bg.	day	night

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1025/167

Production :

Dialog:
ANIMALS / . . .
Action:
Timing:

JAN 23 2014

1025/167

1025/167

the cut

# ADVENTURE TIME



NO SC  
53

Page 72

the cut

Sc. 52

Pnl. A

Bg.

day night



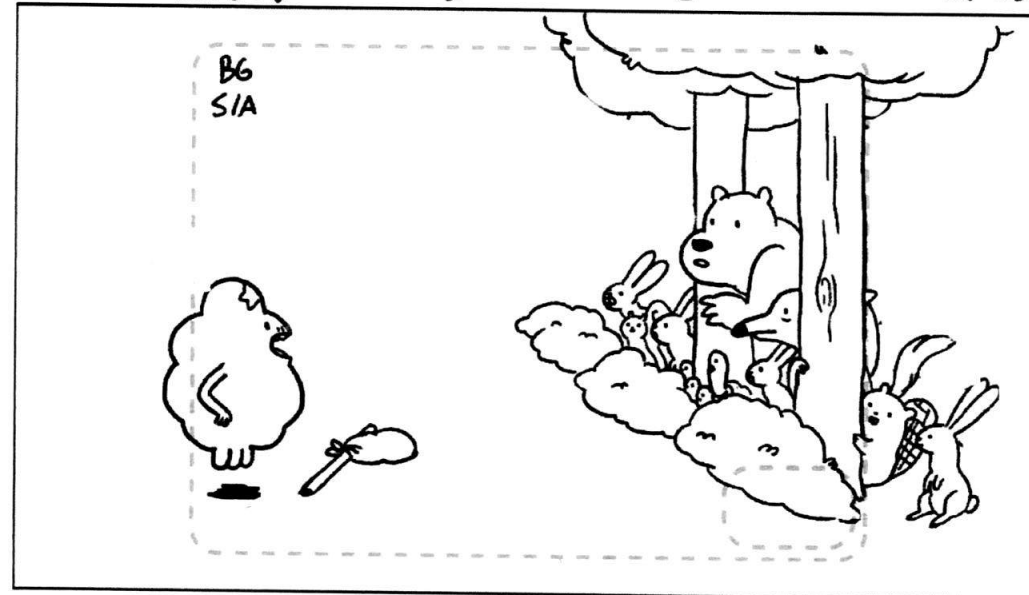
Sc. 52

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

LSP/ WHAT'S THAT? YOU WISH TO HELP ME?

(B)

(BI)



(BI)

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Production :

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc. 54	Pnl. A	Bg.	day	night

Dialog:	
Action:	
Timing:	

LSP / I AM TOUCHED...

AI

① JAN 23 2014

Production :

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1025/167

ADVENTURE TIME



Sc. 54 *cont*

Pnl. B

Bg.

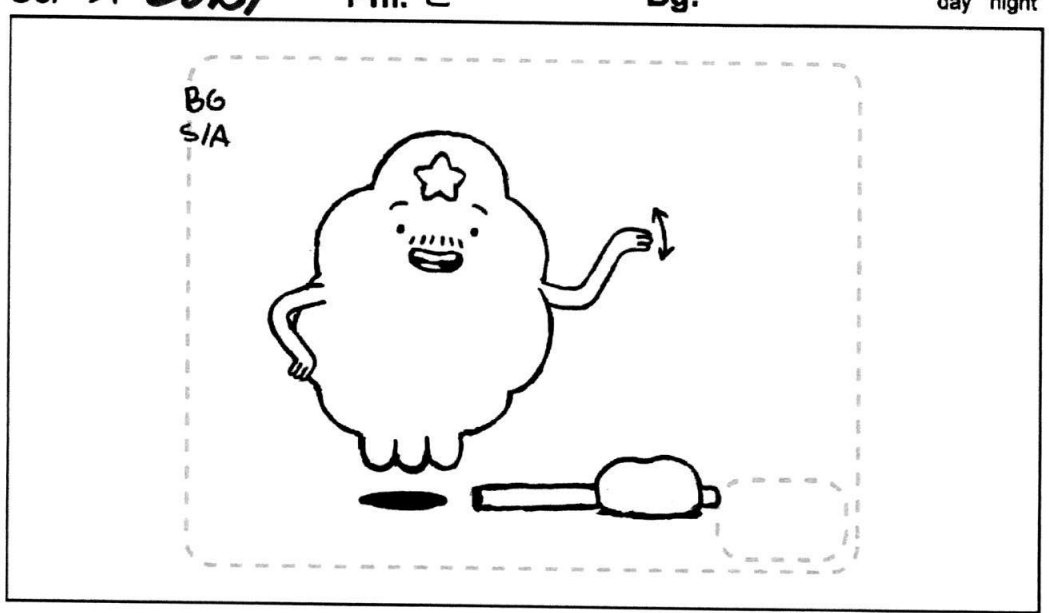
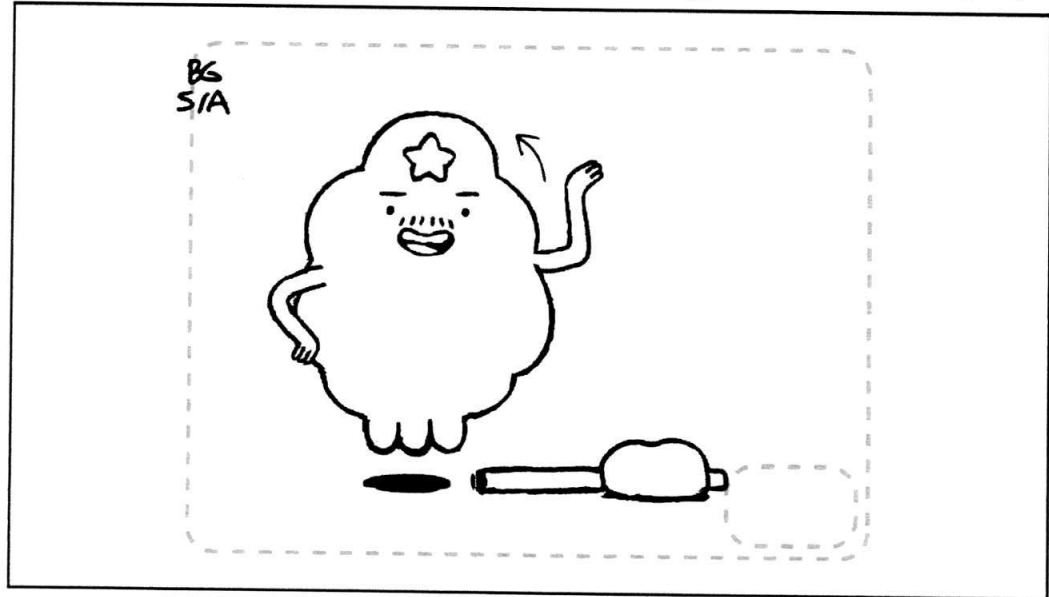
day night

Sc. 54 *cont*

Pnl. C

Bg.

day night



Dialog:	
<i>LSP / FETCH ME SOME CLOTHES AND I'LL PAY YOU HANDSOMELY . . .</i>	<i>LSP / BY PETTING YOU . . .</i>
Action:	
	<i>LSP MAKES PETTING MOTION</i>
Timing:	

JAN 23 2014

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EPISODE #

Production :

# ADVENTURE TIME



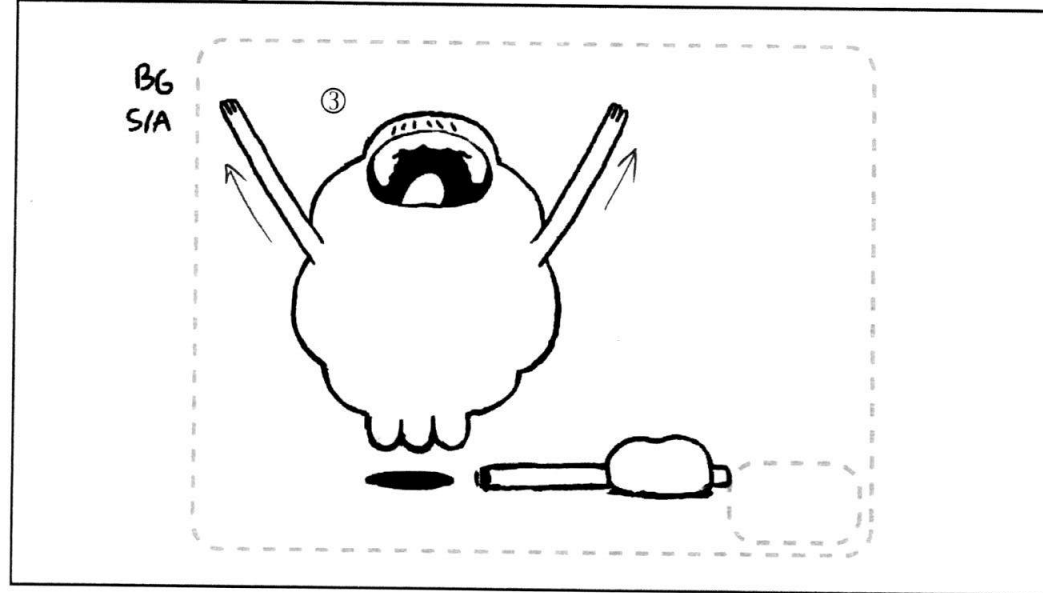
Page 75

Sc. 54 *CONT*

Pnl. D

Bg.

day night

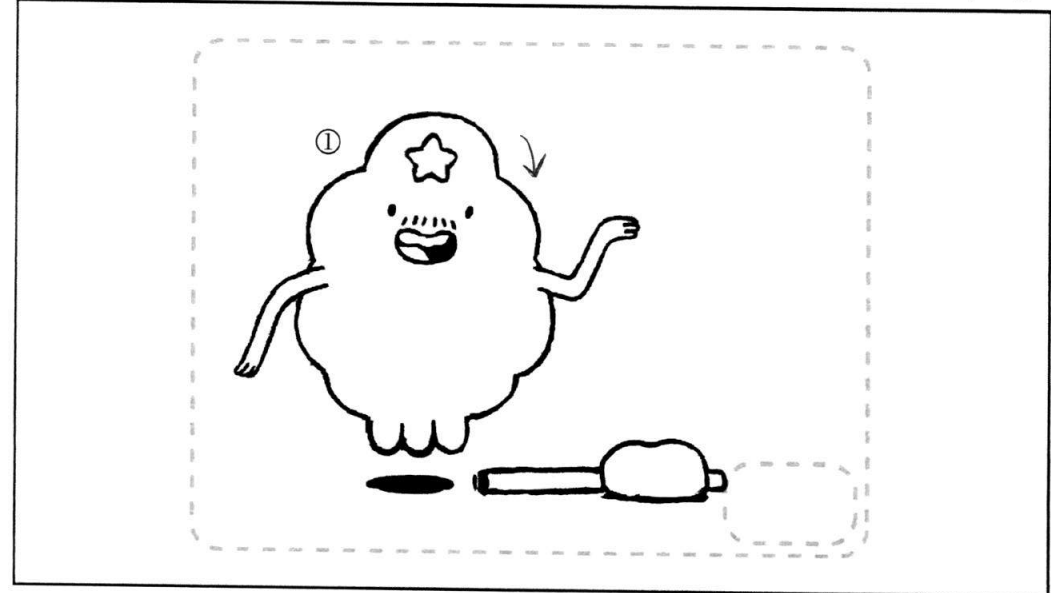


Sc. 54 *CONT*

Pnl. E

Bg.

day night



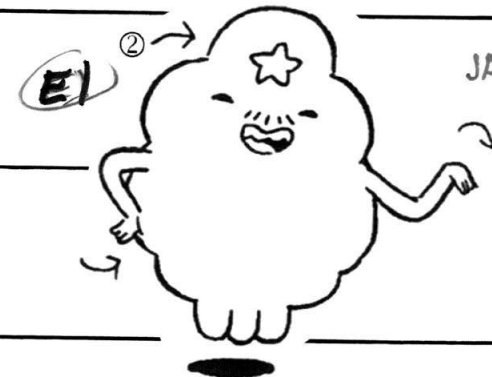
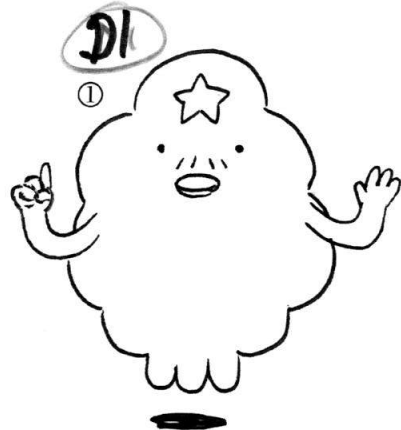
Dialog:

LSP: FIRST... I NEED FREAKY CLOTHES!

LSP: COOL FREAKY! NOT MONSTER FREAKY!

Action:

Timing:



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Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 54 *CONT* Pnl. F Bg. day night

Dialog:

Action:

Timing:

LSP/ OH YES ...

*FI*

JAN 23 2014

EPISODE # 1025-167

Production :

# ADVENTURE TIME



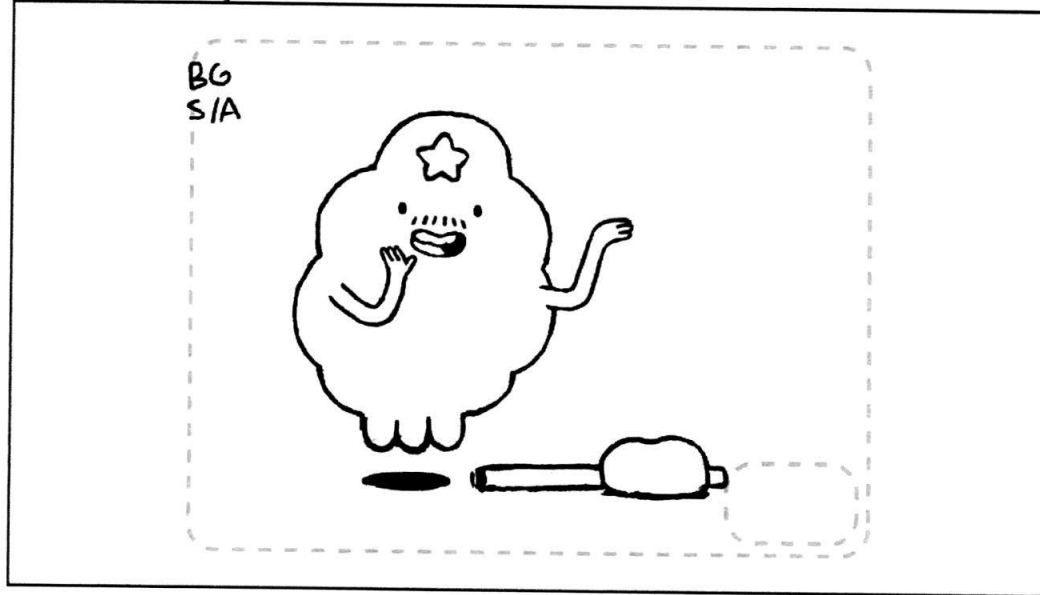
Page 77

Sc. 54 *CONT*

Pnl. G

Bg.

day night

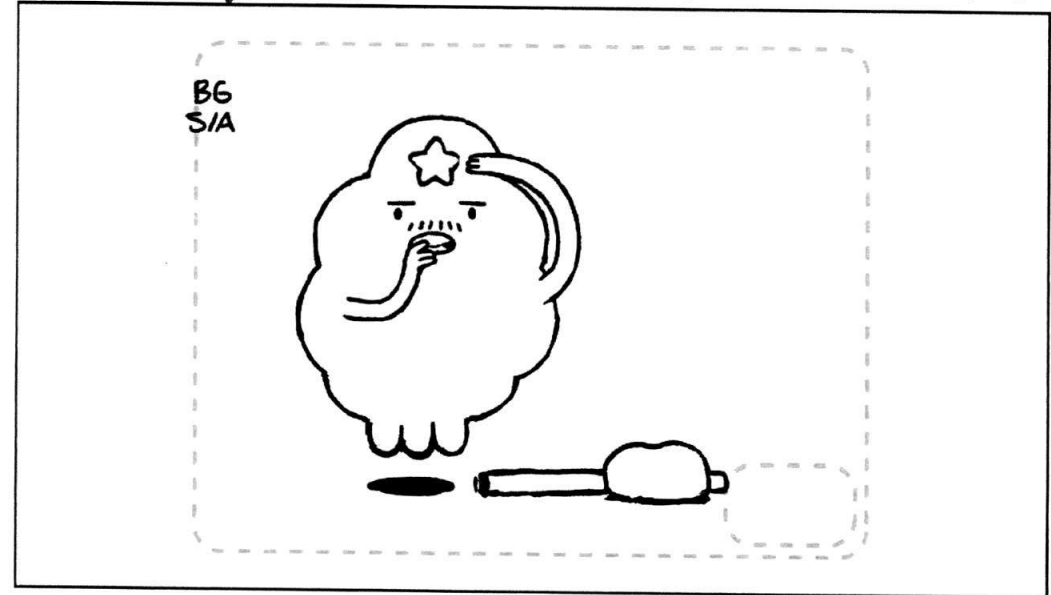


Sc. 54 *CONT*

Pnl. H

Bg.

day night



Dialog:

LSP/ AND SOMETHING TO READ AS WELL.

LSP/ SOMETHING...

Action:

Timing:

JAN 23 2014

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EPISODE #

1025/167

Production :

1025/167

# ADVENTURE TIME



No Scs. 55-56

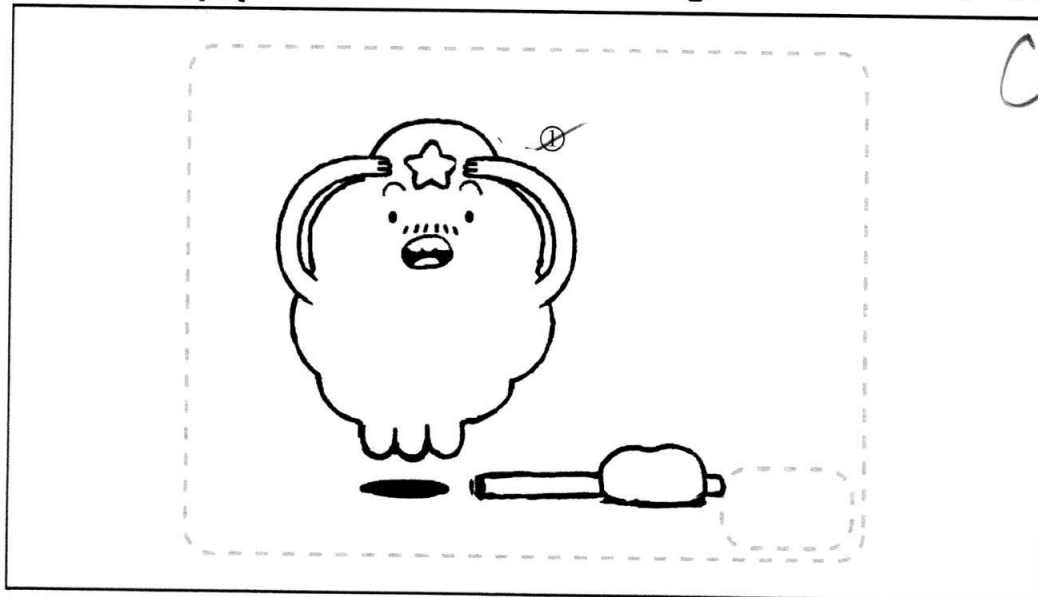
Page 78

Sc. 54 *cont*

Pnl. I

Bg.

day night

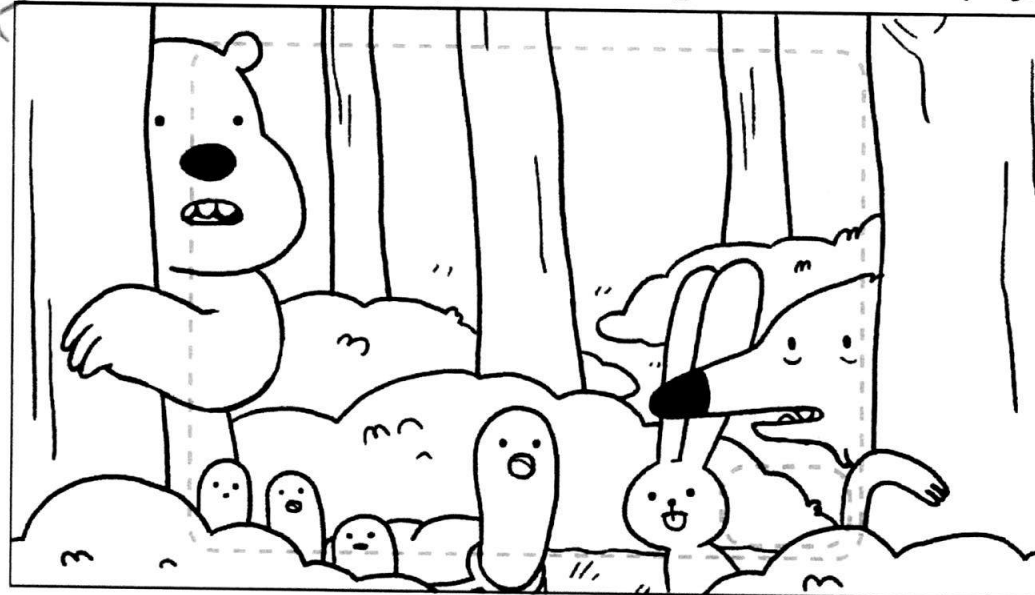


Sc. 57

Pnl. A

Bg.

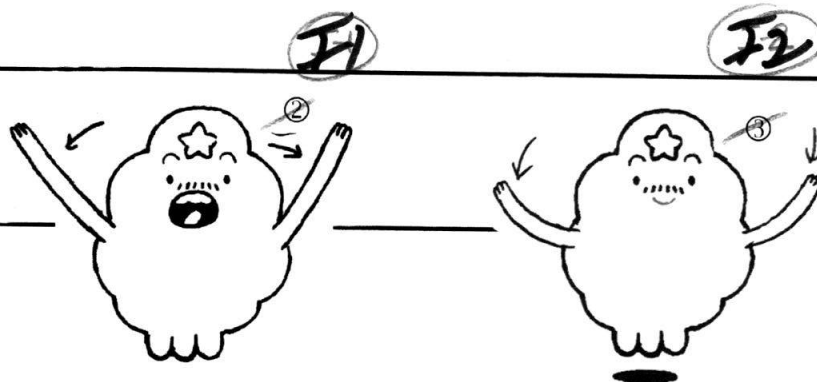
day night



Dialog:

LSP / MINDBLOWING.

Action:



Timing:

JAN 23 2014

Production :

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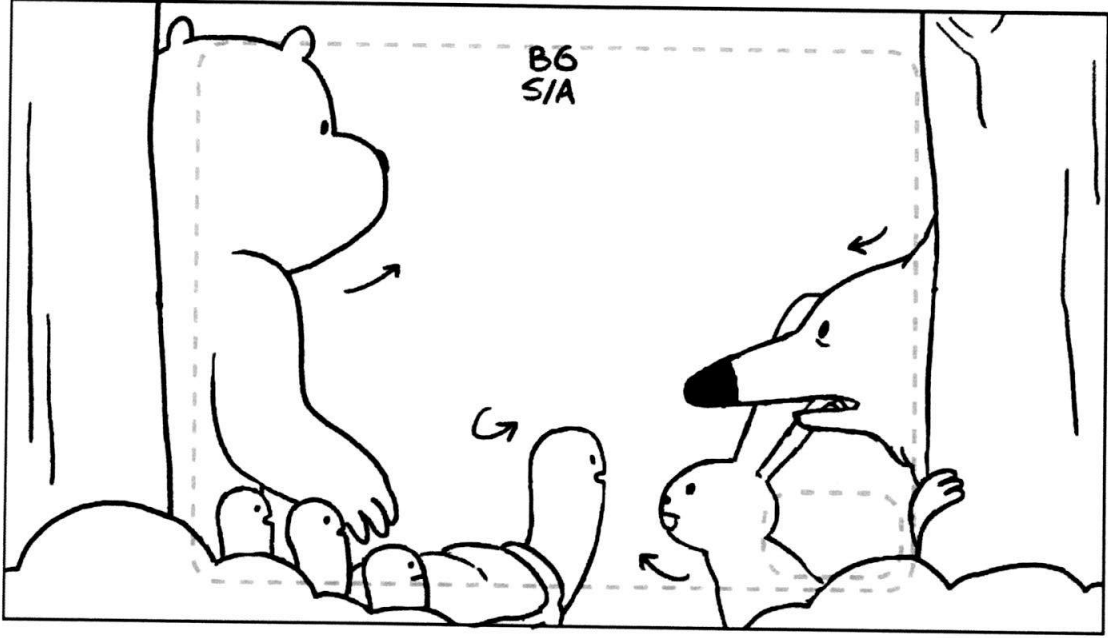
1025/167

1025/167

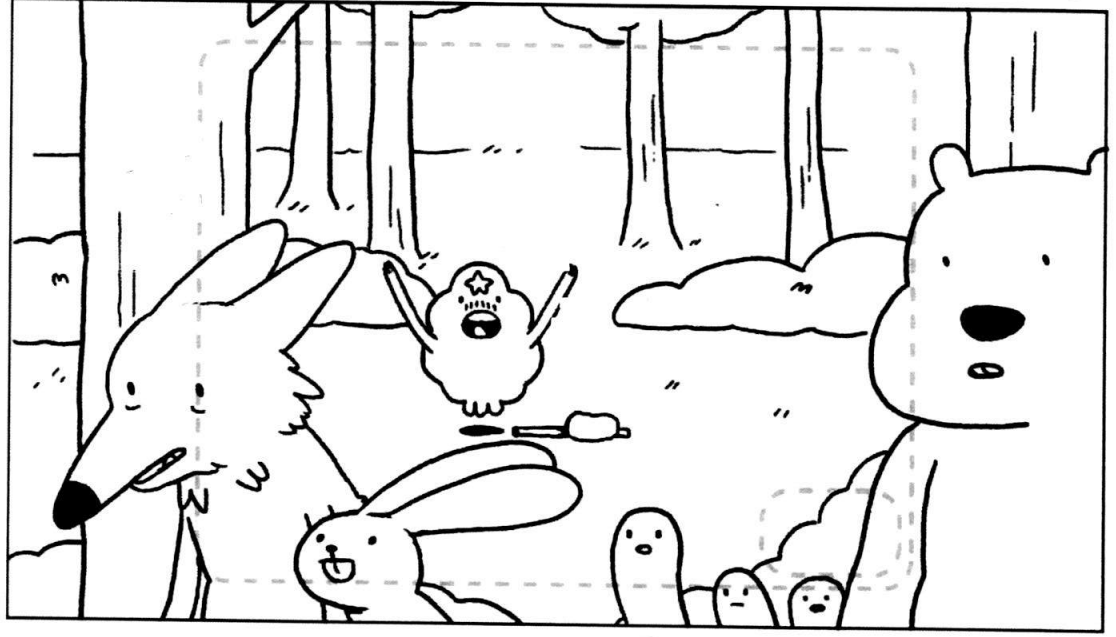
ADVENTURE TIME



Sc. 57 *cont* Pnl. B Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:

Action:

Timing:

ANIMALS TURN TO LEAVE



All animals *(Itu)* *Cont w/ 10x steps*

LSP/ OH WAIT!

JAN 23 2014

- ANIMALS STOP MID-STEP

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# ADVENTURE TIME



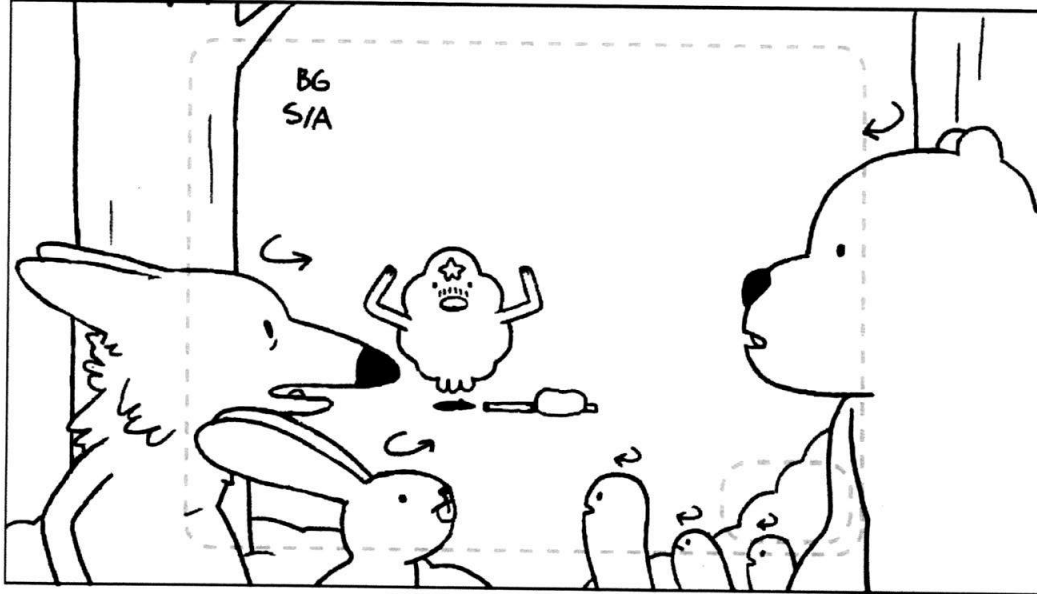
Page 80

Sc. 58 *cont*

Pnl. B

Bg.

day night

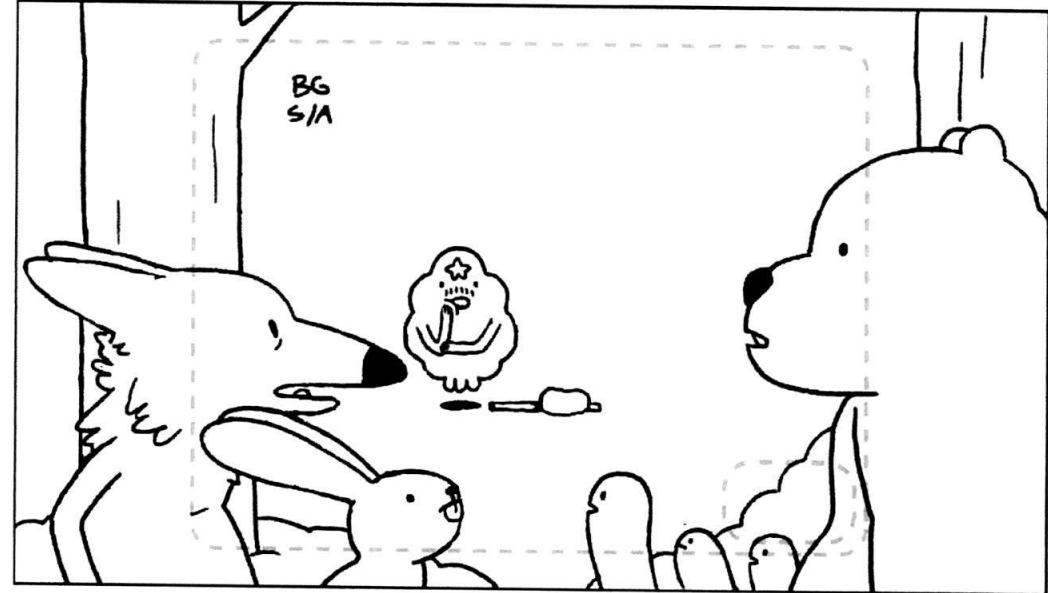


Sc. 58 *cont*

Pnl. C

Bg.

day night



Dialog:

LSP/ I ALSO NEED SERVANTS!

LSP/ Recruit some locals, they won't mind.

Action:

ANIMALS TURN AROUND

Timing:



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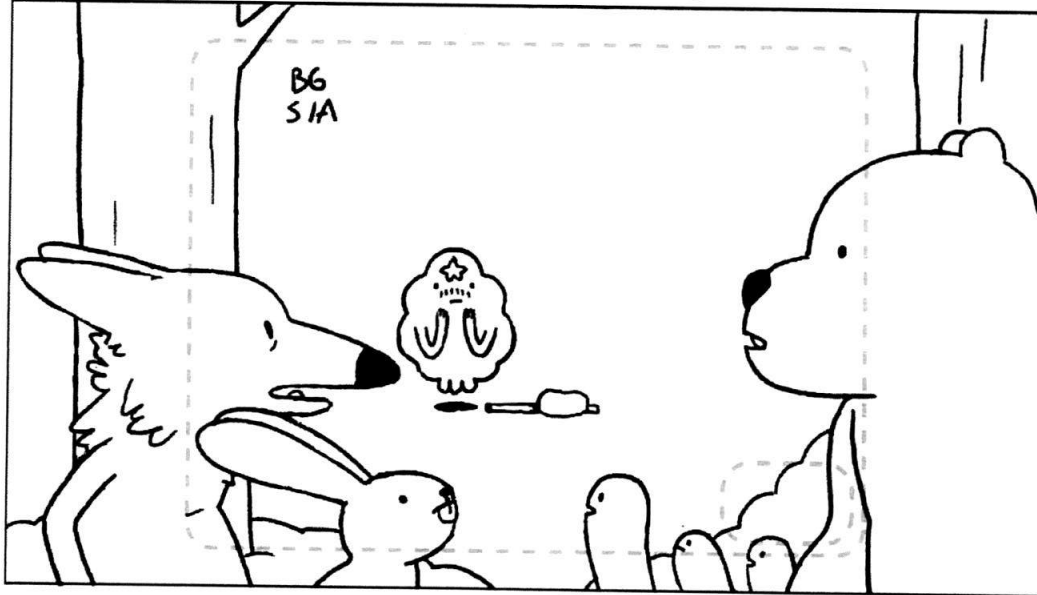


Sc. 58 *CONT*

Pnl. D

Bg.

day night

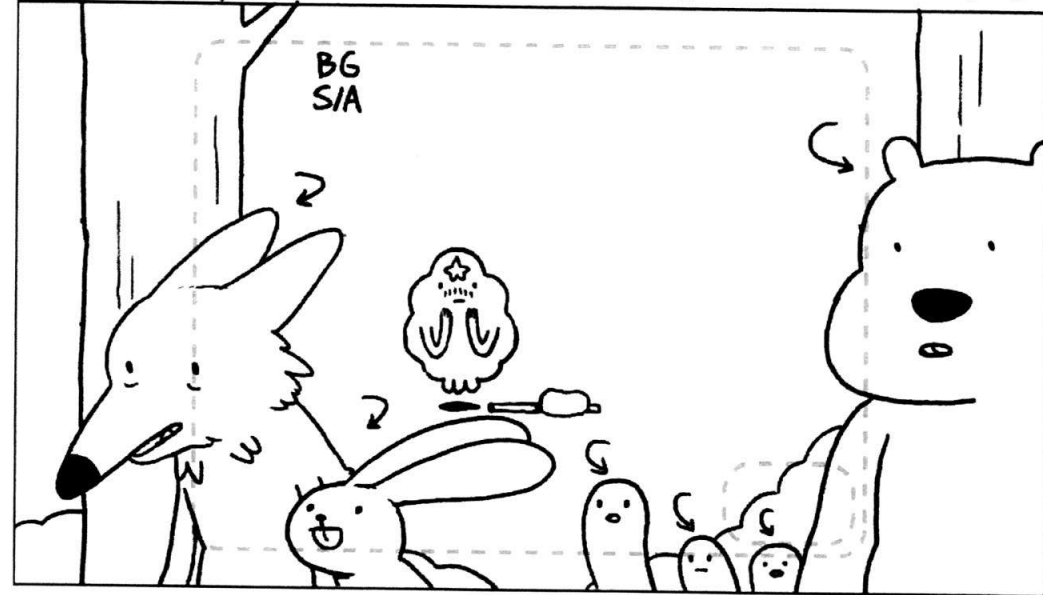


Sc. 58 *CONT*

Pnl. E

Bg.

Page 81  
NOPGS 82-83  
day night



Dialog:

Action:

— ANIMALS TURN TO LEAVE AGAIN

Timing:

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Production :

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ADVENTURE TIME



Page 84

cut w/ wipe @ post

Sc. Pnl. Bg. day night

Ho cut

Sc. 54 Pnl. A Bg. day night

Dialog:

Action:

Timing:

AI

AI 2 ANIMALS RUN OFF

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					60	A			

Dialog:	SFX: * CHAINS CLANKING *  MARCHING FEET  JAN 23 2014
Action:	
Timing:	

P.G.

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Production :

# ADVENTURE TIME

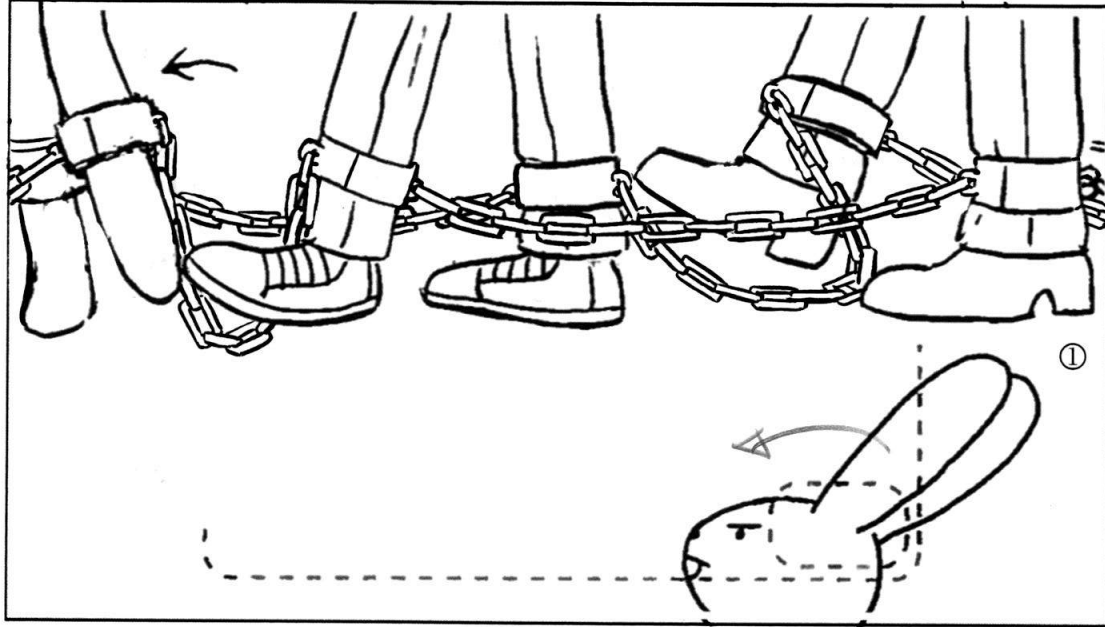


Page 86

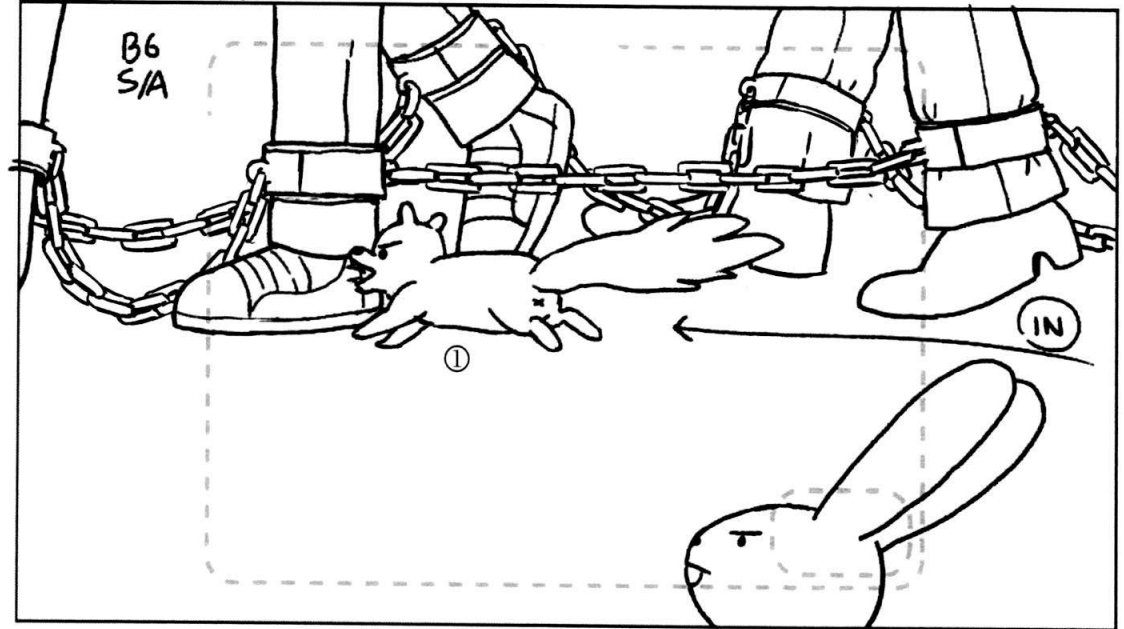
BLANEX  
day night

HU  
cut

Sc. 60 *CONT* Pnl. B Bg. day night



Sc. 60 *CONT* Pnl. C Bg. day night

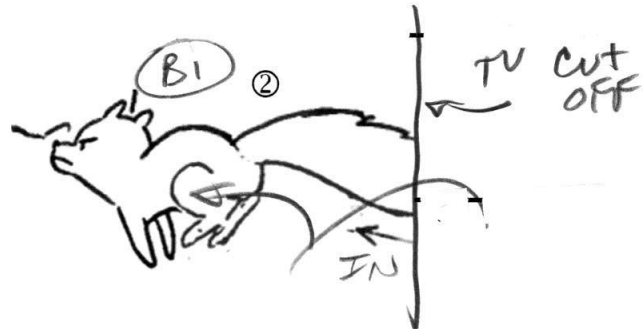


Dialog:

*Rabbit slow turn*

Action:

Timing:



JAN 23 2014

*SQUIRREL NIPS FOOT OF M.L.*



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Production :

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# ADVENTURE TIME



Page 86A

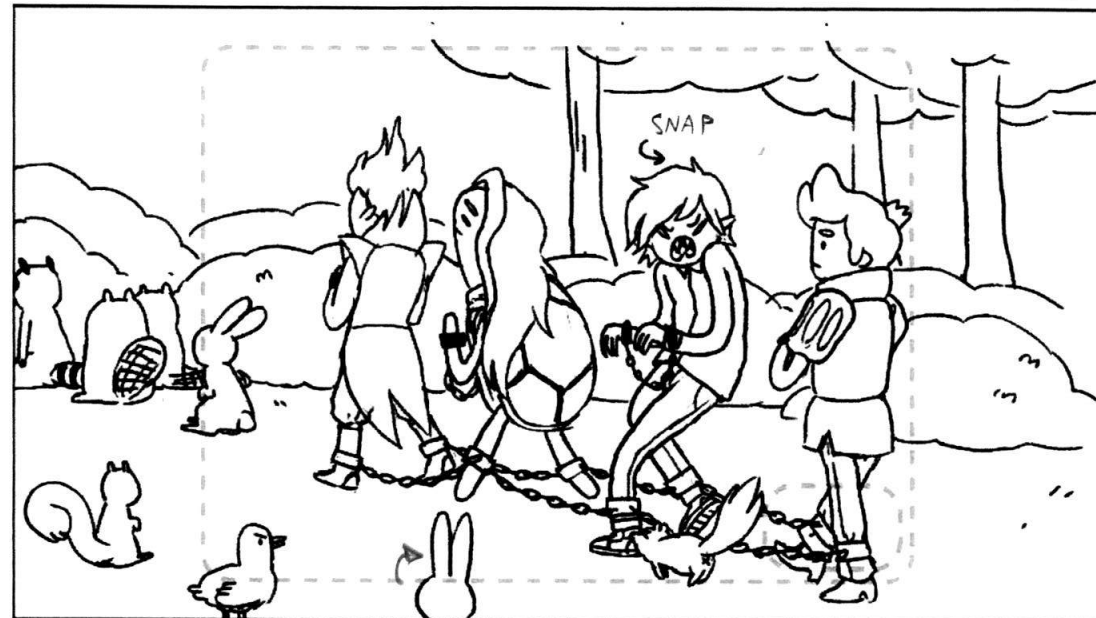
87 NEXT  
day night

Sc. 61

Pnl. A

Bg.

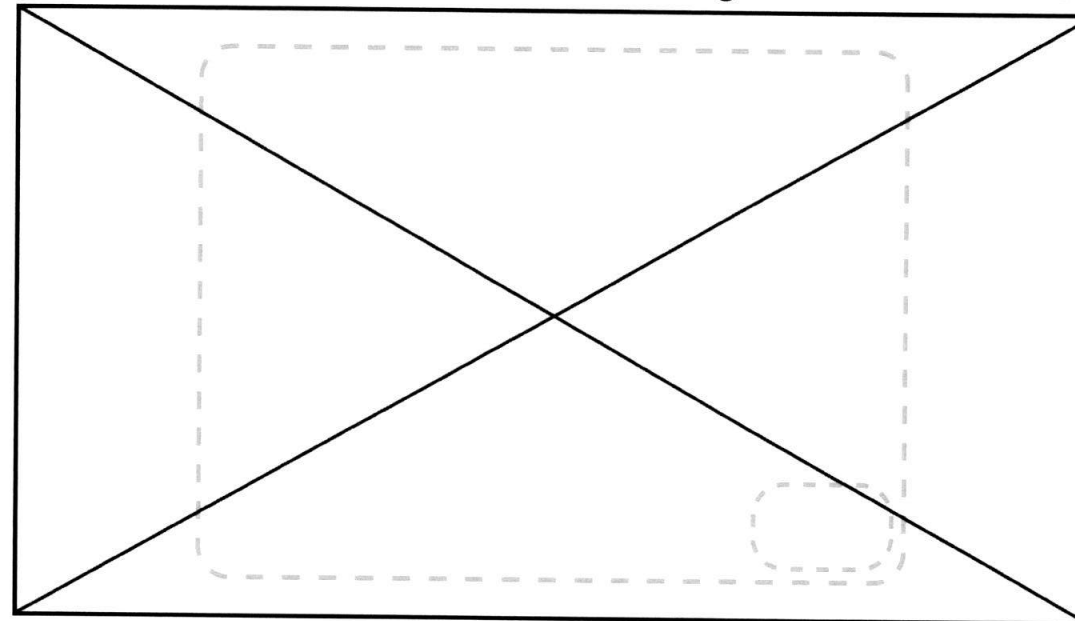
day night



Sc.

Pnl.

Bg.



Dialog:

ML: \* HSSS \*

Actic

- ML TURNS AND HISSES  
AT SQUIRREL.



JAN 23 2014

Timing:

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# ADVENTURE TIME



Sc. 61 **CONT**

Pnl. - **c**

Bg.

day night

Sc. **B**

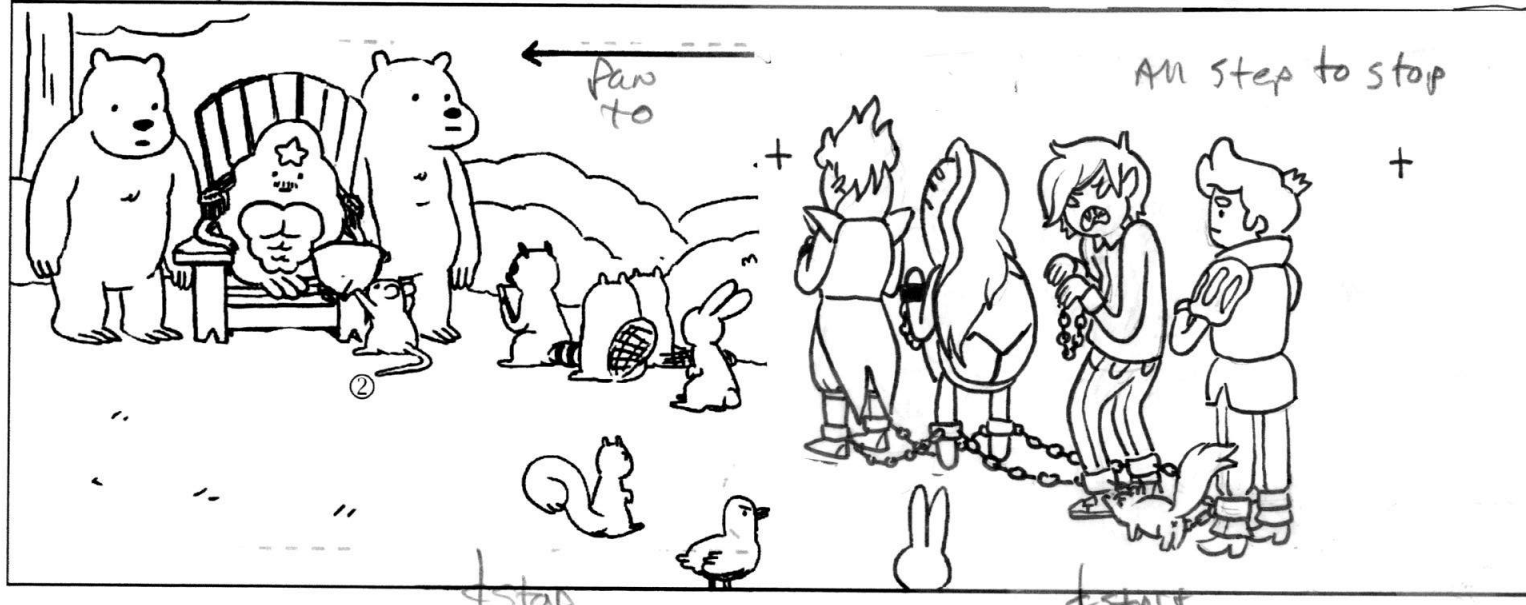
Pnl.

*Hunt*

Bg.

Page **87**

day night



Dialog:

Action:

-PAN LEFT TO LSP ON THRONE.

Timing:



JAN 23 2014

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Production :

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1025/167

HO  
cut

# ADVENTURE TIME



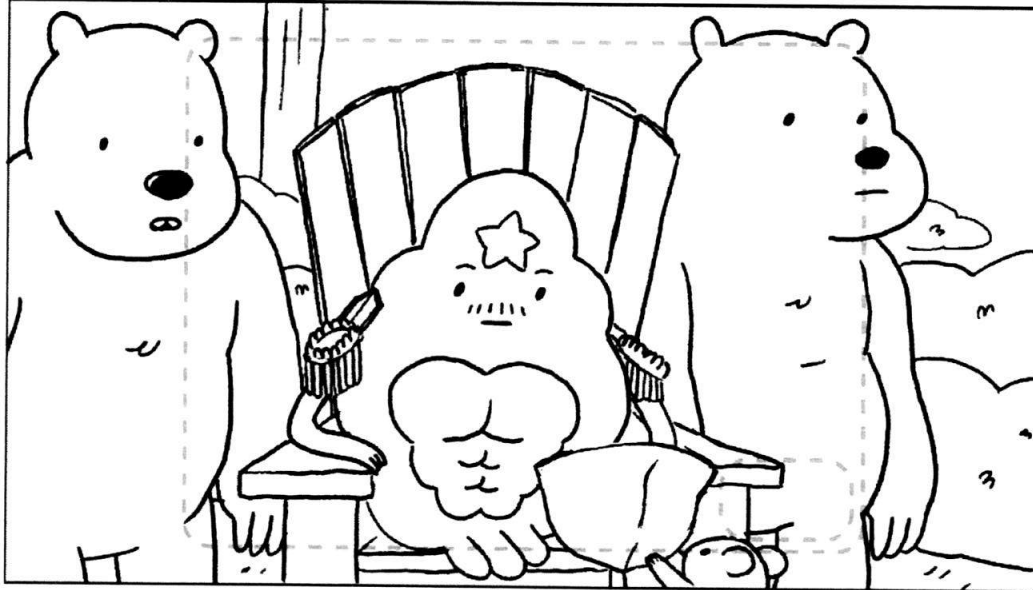
Page 88

Sc. 62

Pnl. A

Bg.

day night

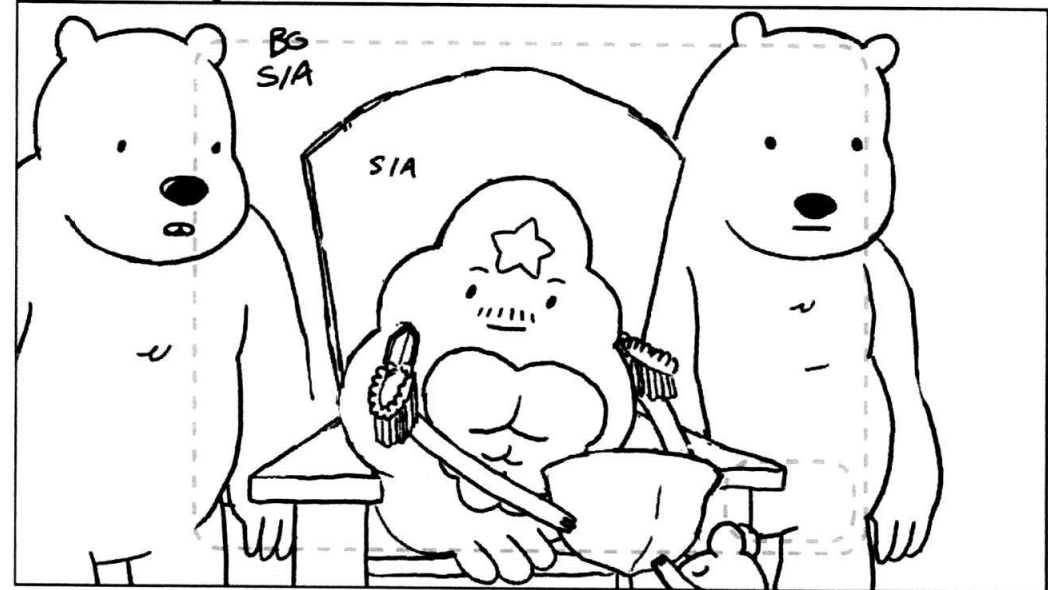


Sc. 62 CONT

Pnl. B

Bg.

day night



Dialog:

LSP/ HMM

Action:

- RAT OFFERS UP HELMET

- LSP TAKES HELMET FROM RAT.

Timing:

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1025/167

Production :

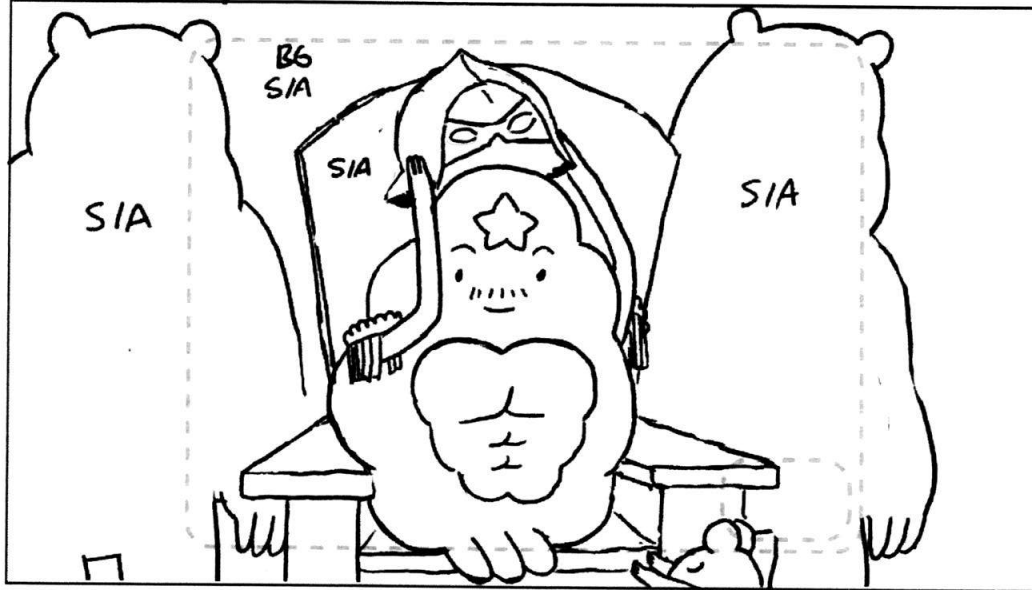
1025/167

# ADVENTURE TIME

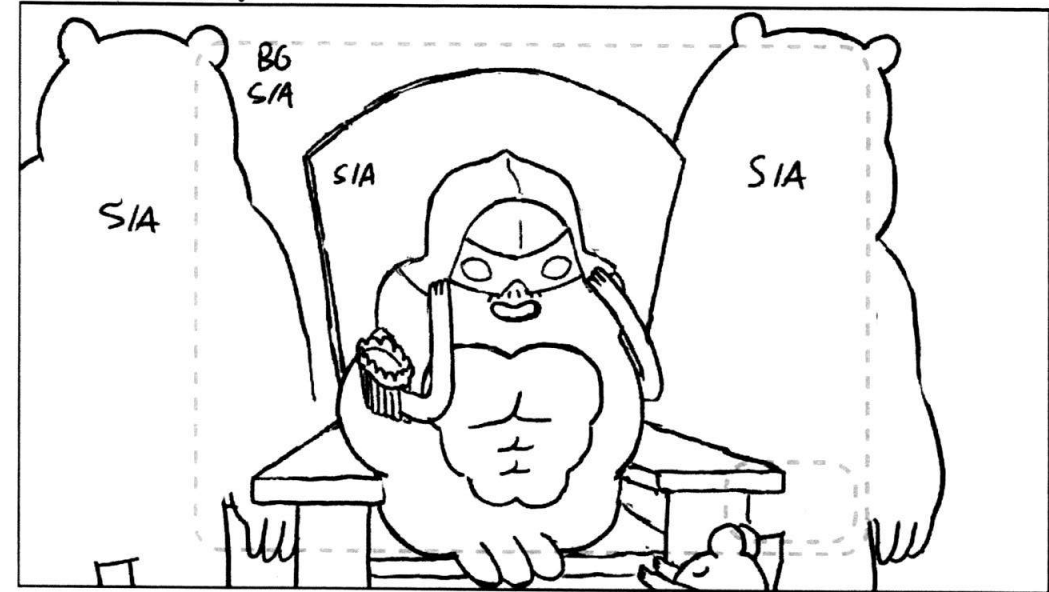


Page 89

Sc. 62 *CONT* Pnl. C Bg. day night



Sc. 62 *CONT* Pnl. D Bg. day night



Dialog:

Action:

Timing:

LSP / NOT BAD...

- RAT HOLDS BOWING POSE

- LSP PUTS ON HELMET.



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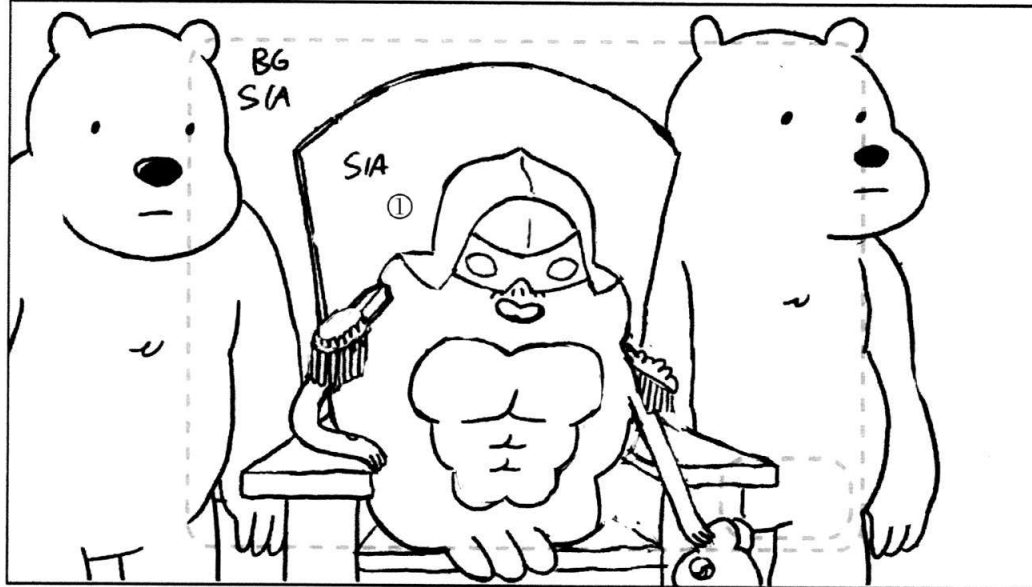
1025/167

# ADVENTURE TIME

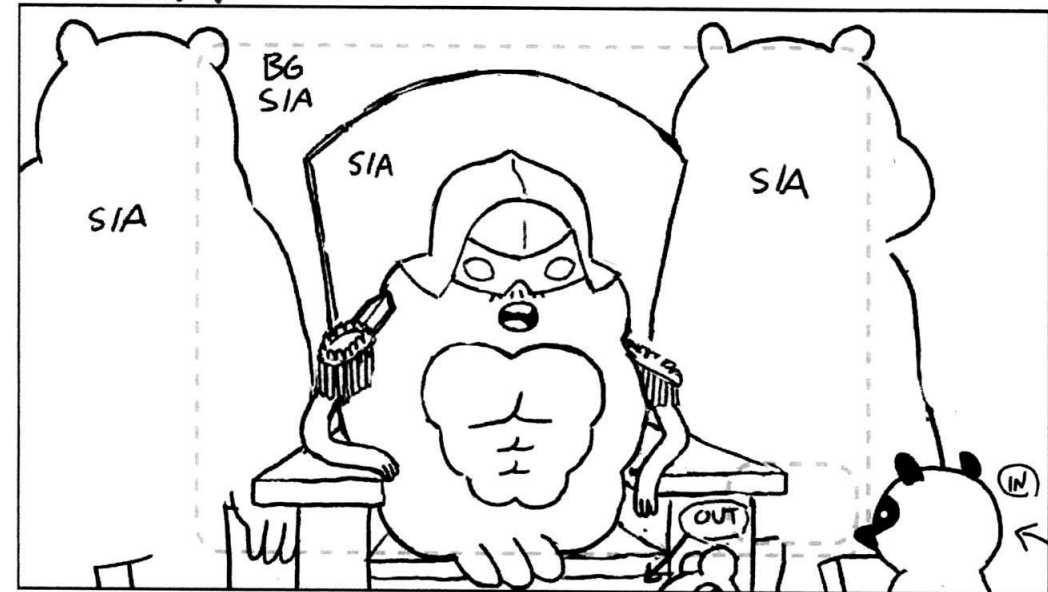


Page 90

Sc. 62 CONT Pnl. E Bg. day night



Sc. 62 CONT Pnl. F Bg. day night



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Production :

Dialog:

LSP / WELL DONE MY CHILD

LSP / NEXT...

Action:

- LSP PETS RAT

- RAT WALKS OFF/S.

- RACCOON WALKS ON/S

Timing:

JAN 23 2014



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ADVENTURE TIME



NO SC  
63

Page 91

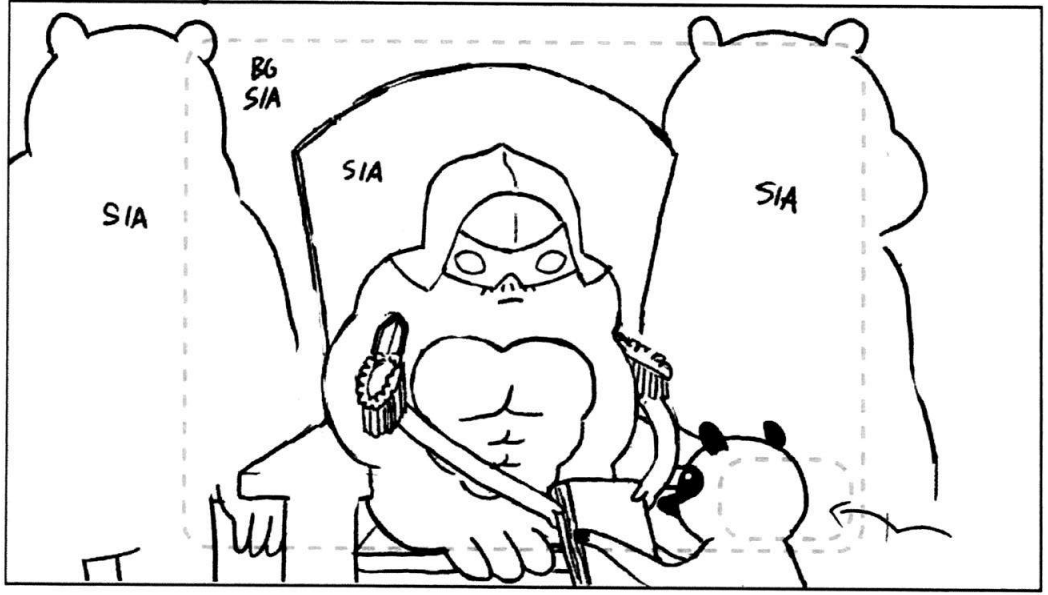
HW  
CUT

Sc. 62 CONT

Pnl. 6

Bg.

day night

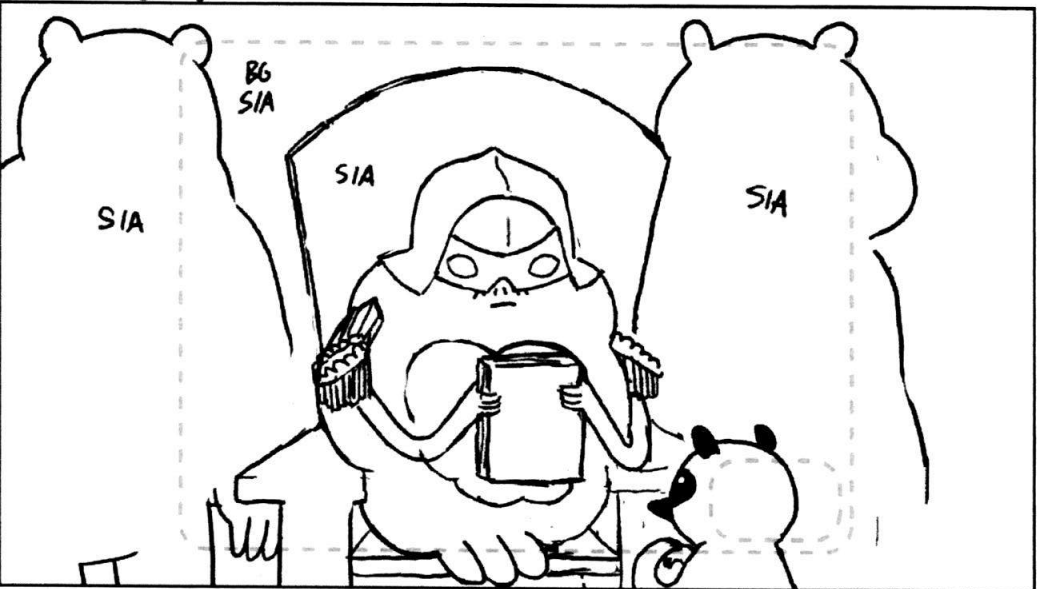


Sc. 62 CONT

Pnl. H

Bg.

day night



Dialog:
Action: -RACCOON HANDS BOOK TO LSP
Timing:

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EPISODE #

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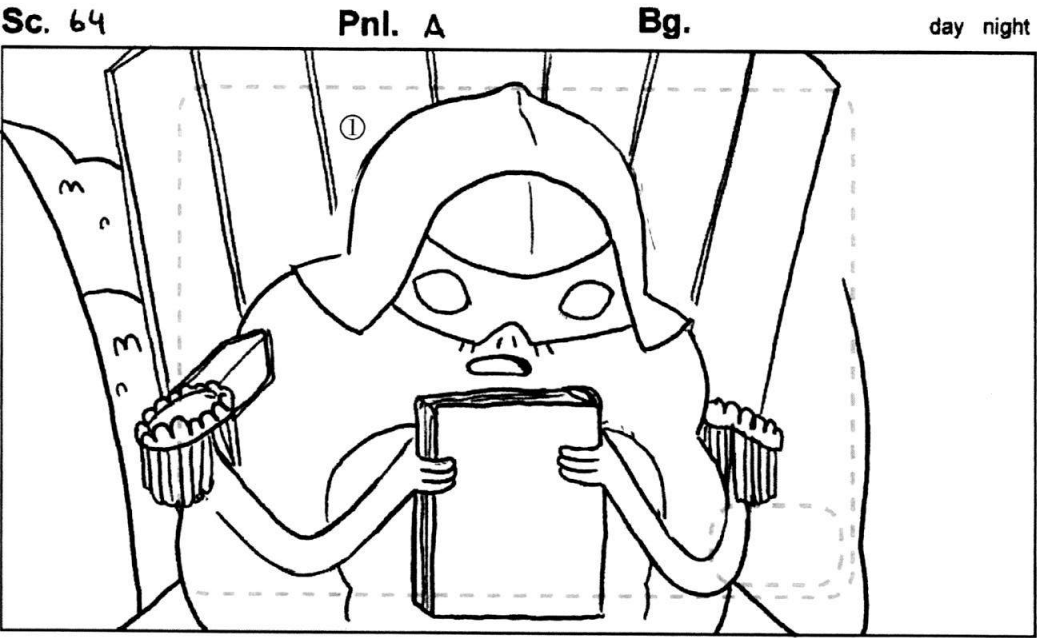
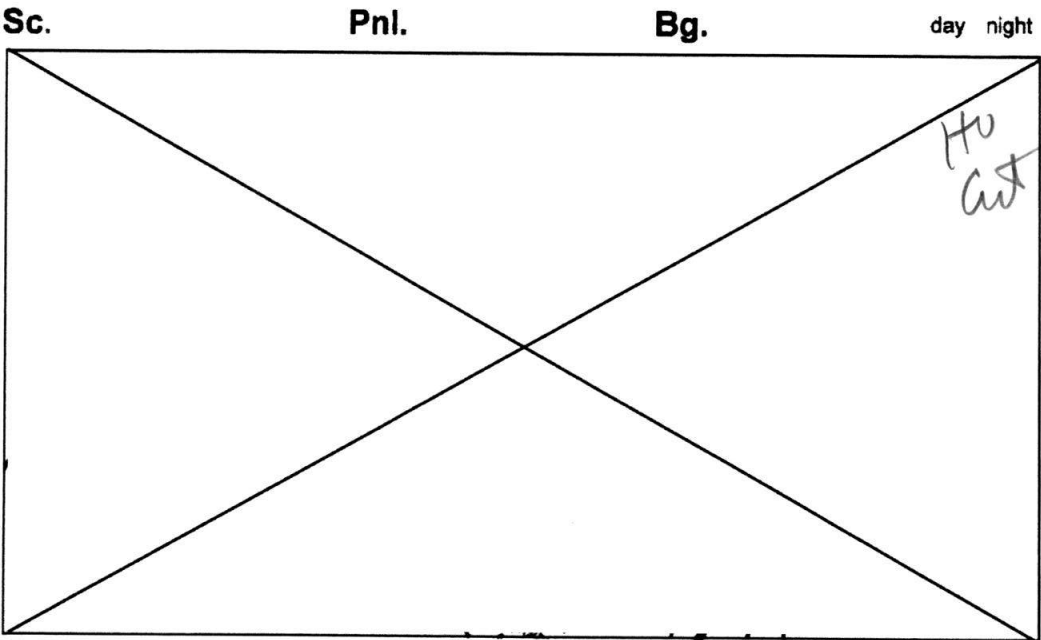
Production :

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ADVENTURE TIME

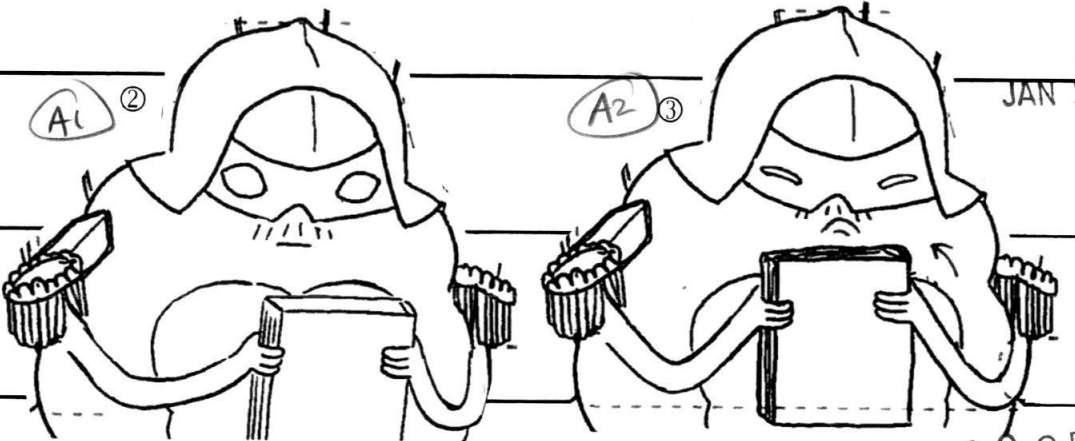


Dialog:

Action:

Timing:

LSP / (GERMAN ACCENT) "MASSENPSYCHOLOGIE UND ICH-ANALYSE"



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ADVENTURE TIME



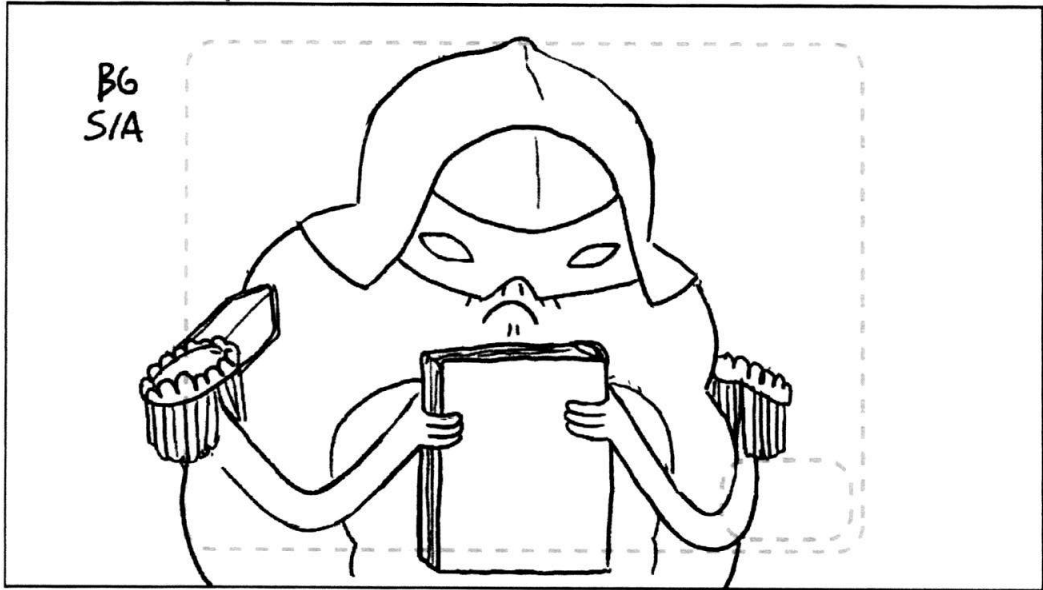
Page 93

Sc. 64 CONT

Pnl. B

Bg.

day night



Sc. 64 CONT

Pnl. C

Bg.

day night



Dialog:

LSP / THAT DOES SOUND MINDBLOWING.

Action:

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Timing:

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# ADVENTURE TIME



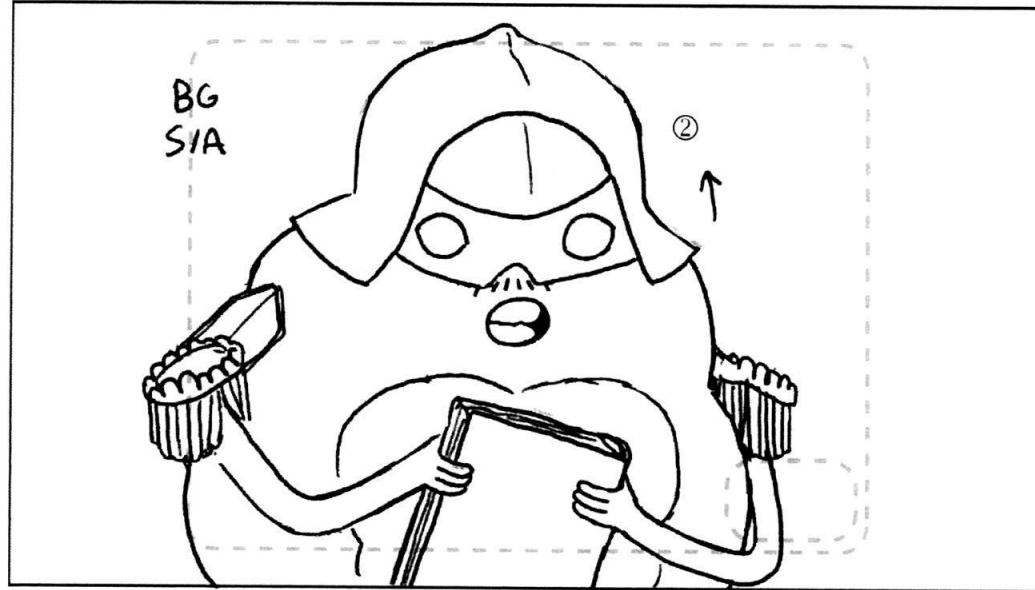
Page 94

Sc. 64 CONT

Pnl. D

Bg.

day night



Sc. 65

Pnl. A

Bg.

day night



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Production :

1025/167

Dialog:

F/ (OS) HIYA! YAH!

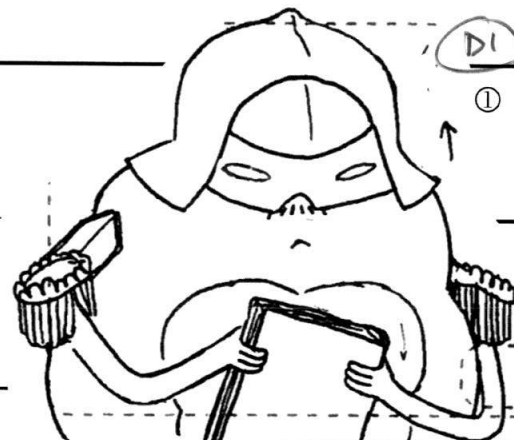
SFX: \* RUSTLING \*

JAN 23 2014

Action:

- PRISONERS TURN.

Timing:





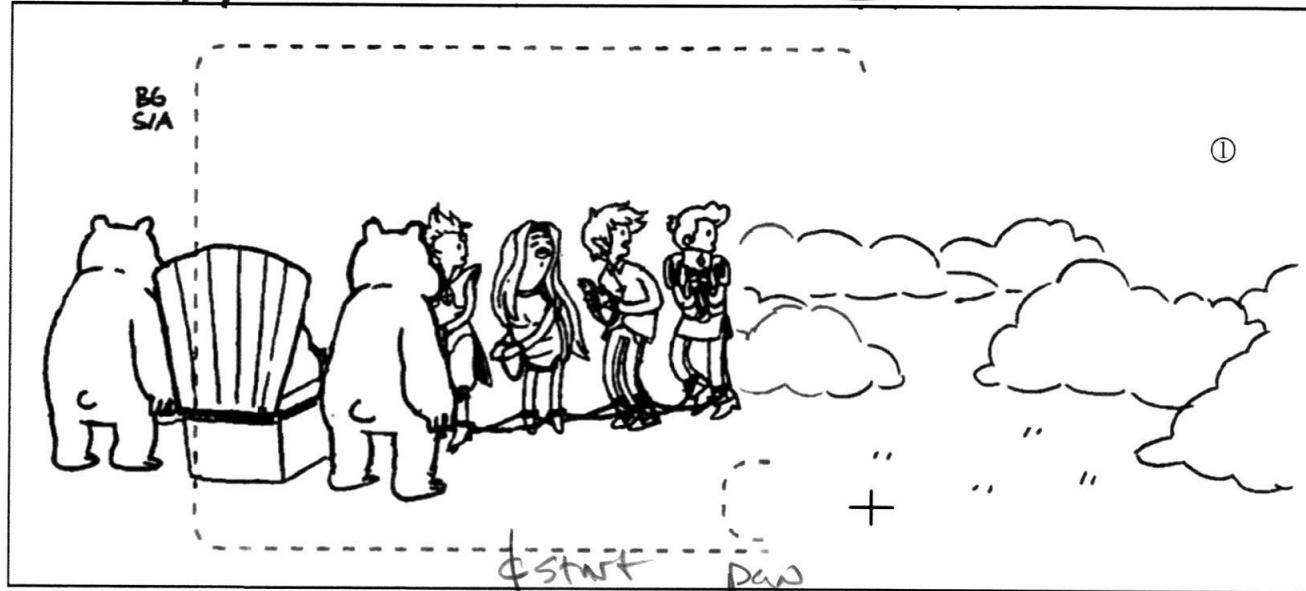
# ADVENTURE TIME



Page 95  
95A NEXT

Sc. 65 CONT

Ba. B day night



Dialog:

Action:

- FIONNA & CAKE LEAP BETWEEN THE BUSHES

Timing:



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Production :

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ADVENTURE TIME



HO  
CUT

Page 95A

96 NEXT  
day night

Sc. 65 *CONT*

Pnl. C

Bg.

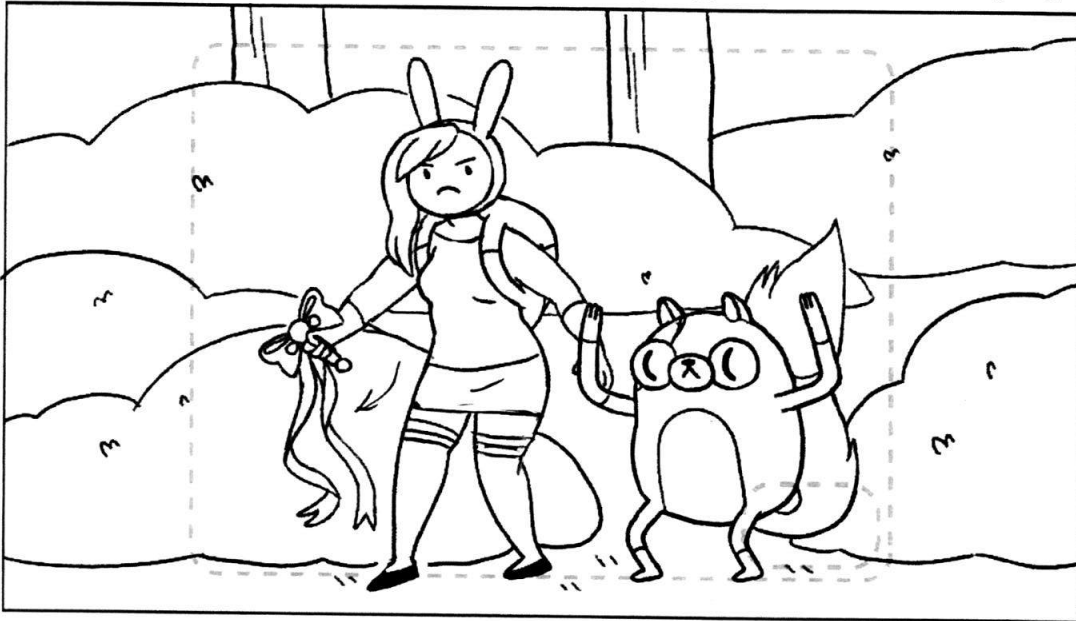
day night



Sc. 66

Pnl. A

Bg.



Dialog:

F: AH-HA!!

Action:

Timing:

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Production:

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# ADVENTURE TIME



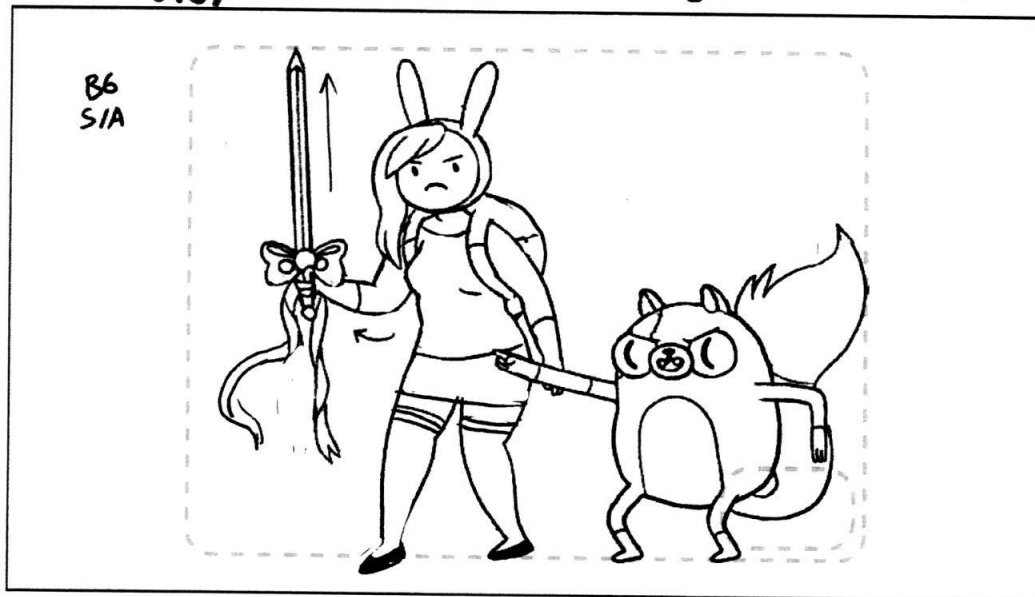
Page 96

Sc. 66 CONT

Pnl. B

Bg.

day night

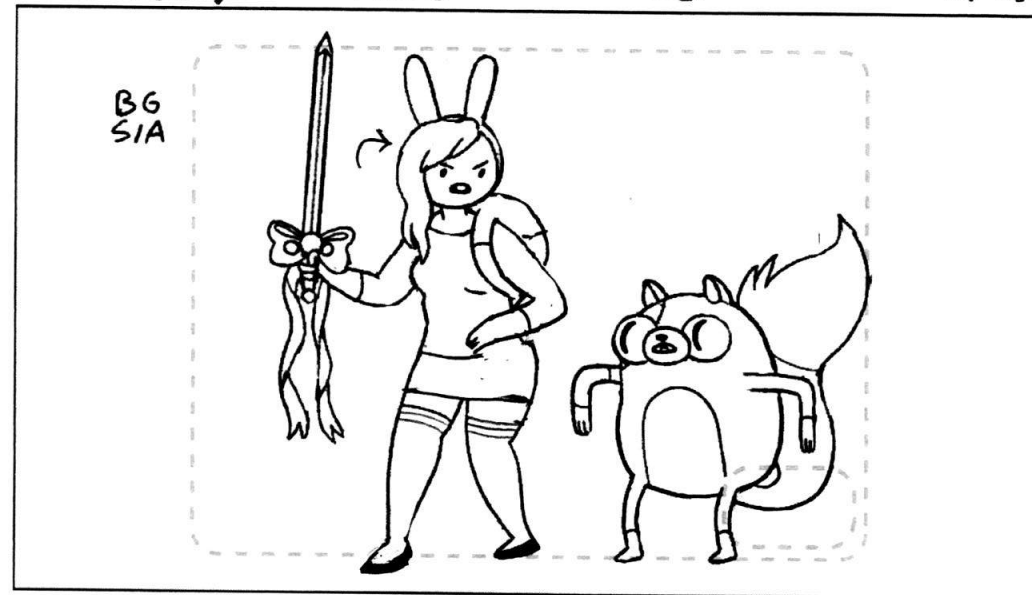


Sc. 66 CONT

Pnl. C

Bg.

day night



Dialog:

C/ THERE THEY ARE, FIONNA!  
SFX: \*SHING\*

F/ CAKE! I'LL SAVE THE CAPTIVES! YOU TAKE  
CARE OF THOSE ANIMALS

Action:



Timing:

ARM UP FIRST  
then sword extends

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Production :

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# ADVENTURE TIME



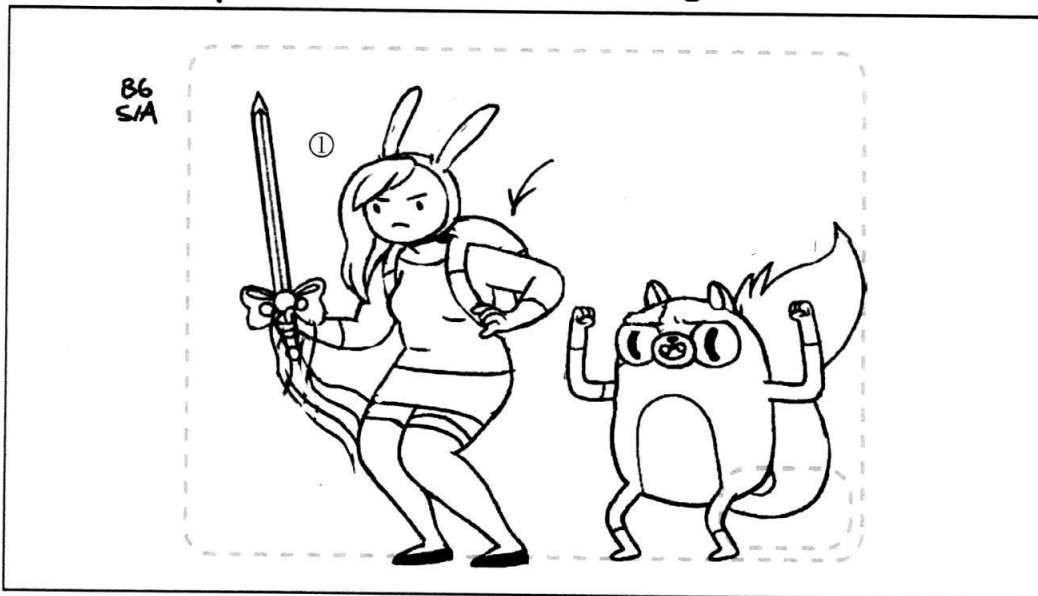
Page 97

Sc. 66 CONT

Pnl. D

Bg.

day night

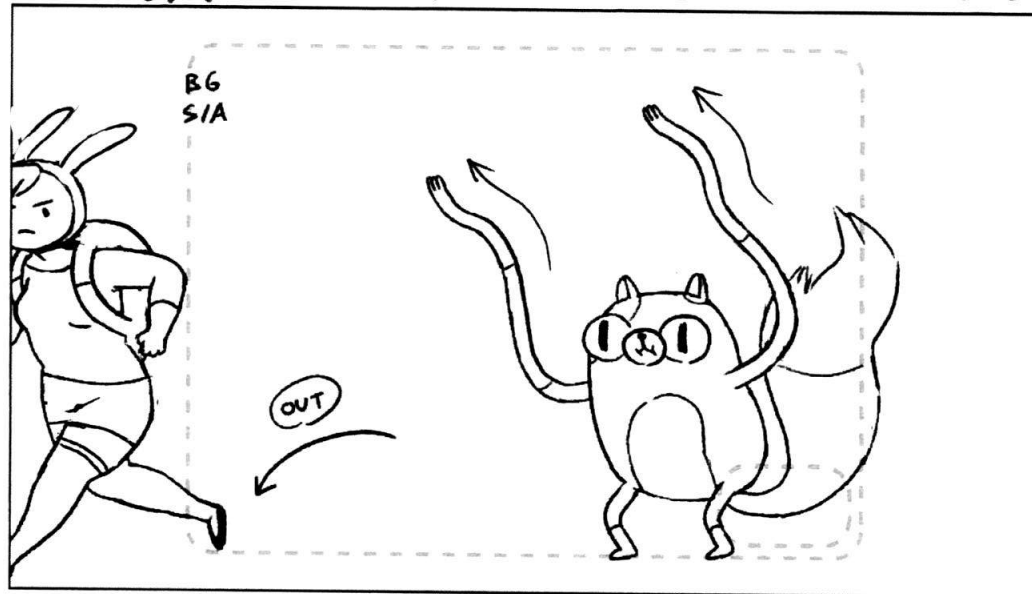


Sc. 66 CONT

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:



CAKES ARMS grow  
w/ wiggle

- FIONNA RUNS OFF/S

JAN 23 2014

Production :

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# ADVENTURE TIME

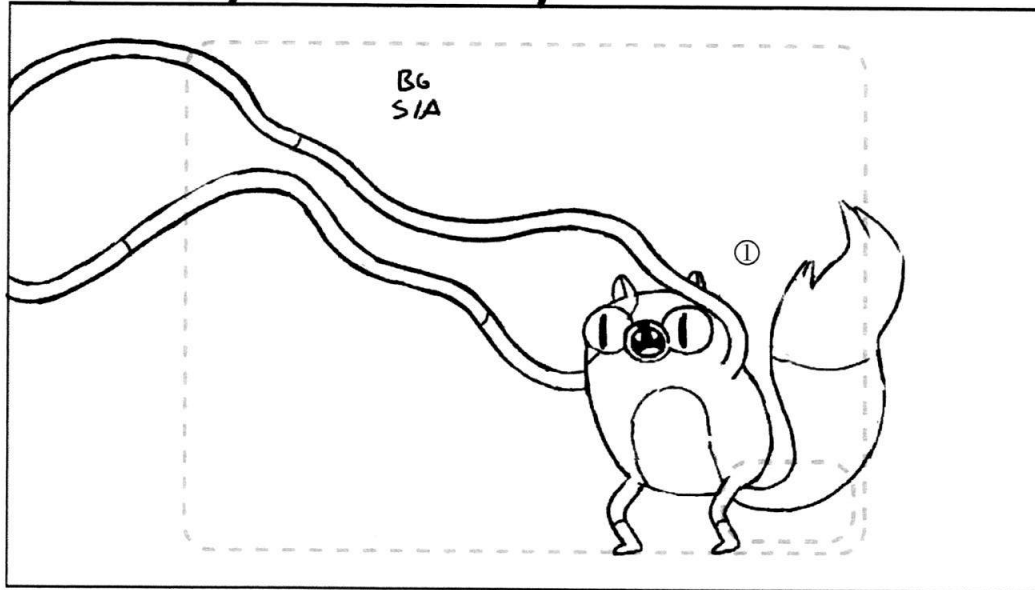


*Cut*

Page 98

Sc. 66 *CONT* Pnl. *F* Bg.

day night

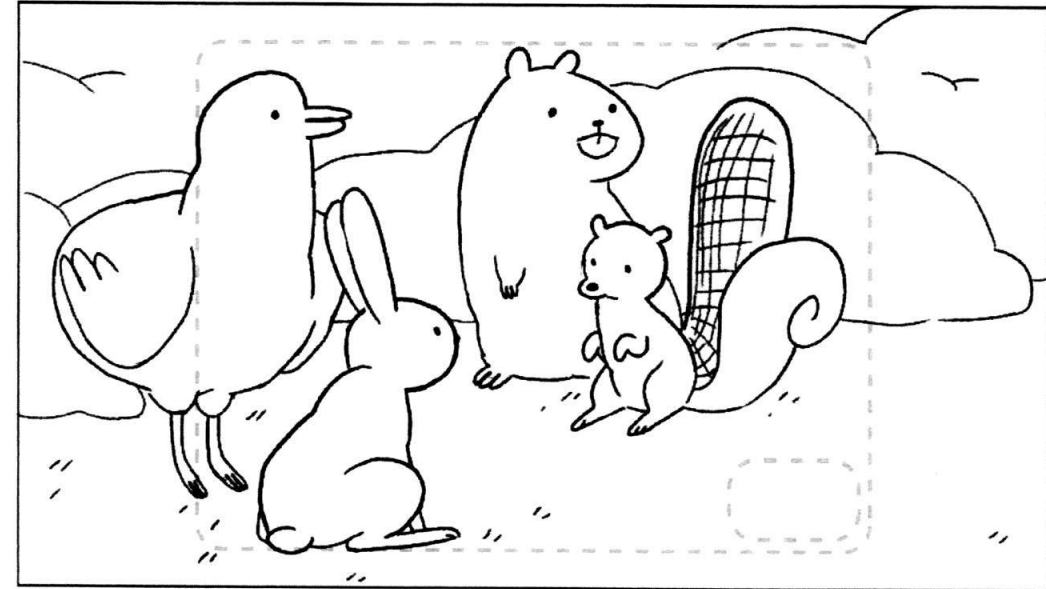


Sc. 67

Pnl. A

Bg.

day night



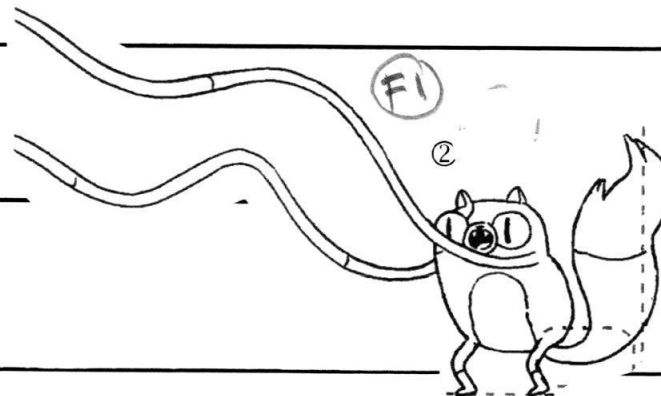
Dialog:

C/ YA-AAH!

Action:

- CAKE STRETCHES HER ARMS OFF/S.

Timing:



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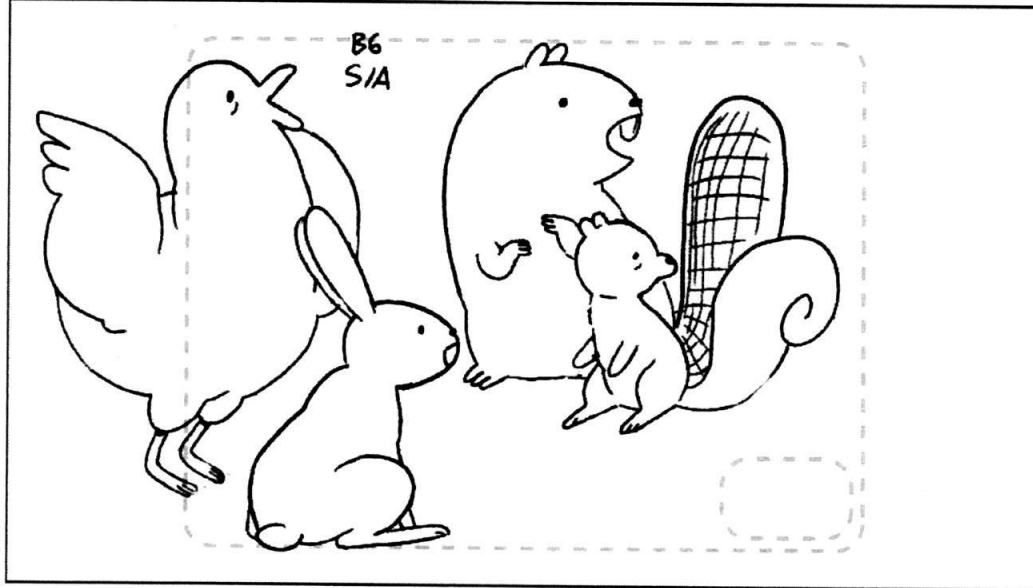
Page 99

Sc. 67 *CONT*

Pnl. B

Bg.

day night

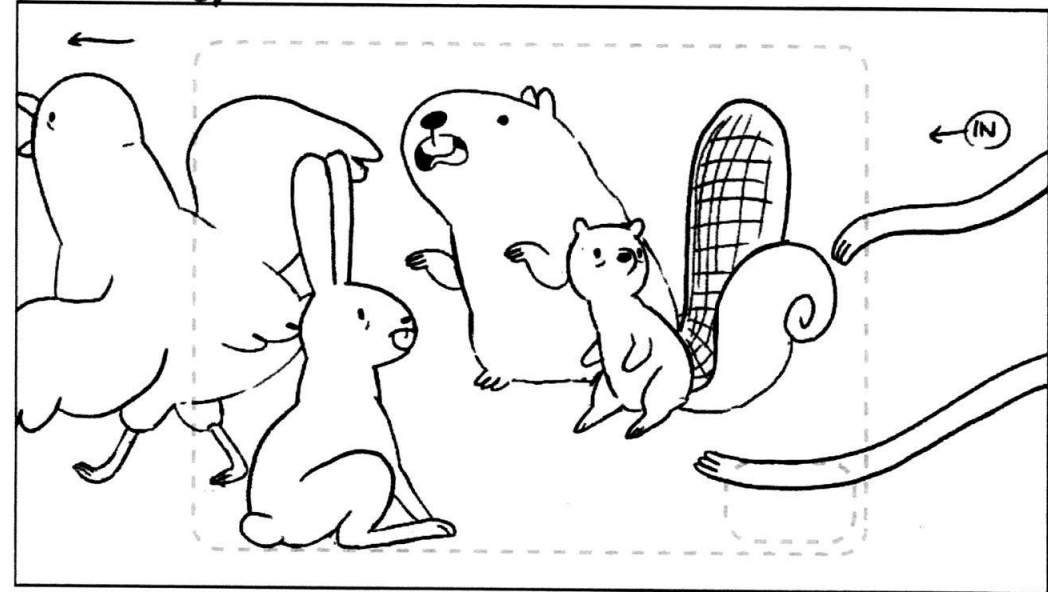


Sc. 67 *CONT*

Pnl. C

Bg.

day night



Dialog:

ANIMALS : [ GASP ]

Action:

- CAKE'S ARMS STRETCH IN to grab

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Timing:

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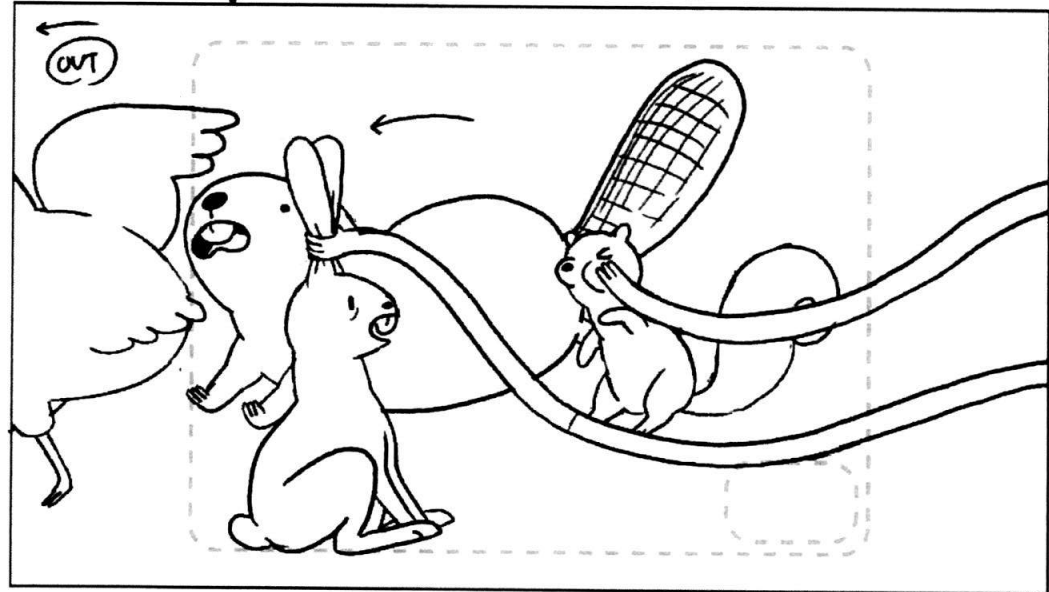


Sc. 67 *CONT*

Pnl. D

Bg.

day night

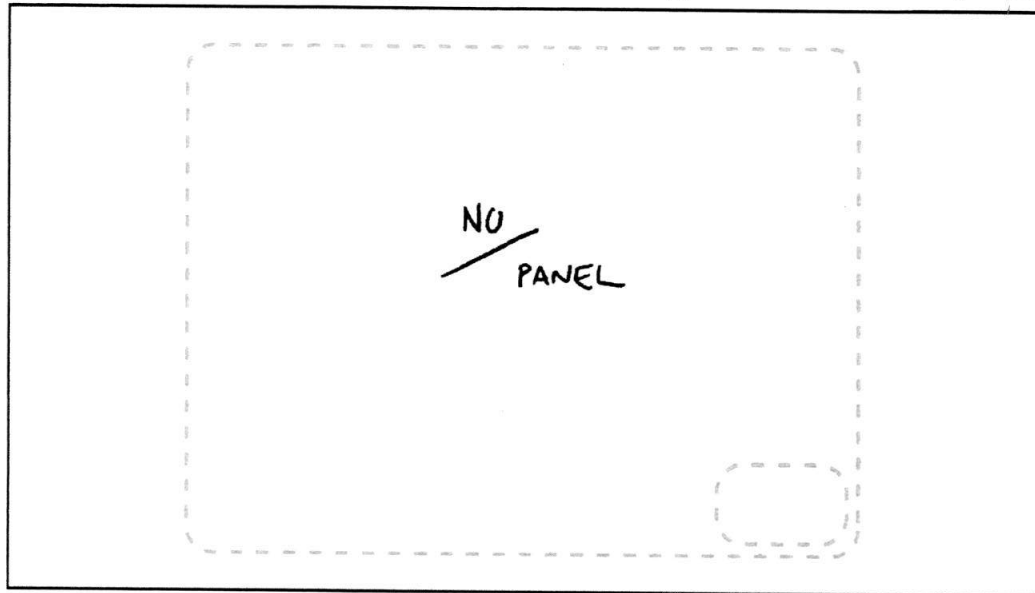


Sc.

Pnl.

Bg.

Page 100  
*100A NEXT*  
day night



Dialog:

SFX: \* SLAP-SLAP! \*

Action:

- C GRABS RABBIT & SLAPS SQUIRREL

Timing:

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Production :

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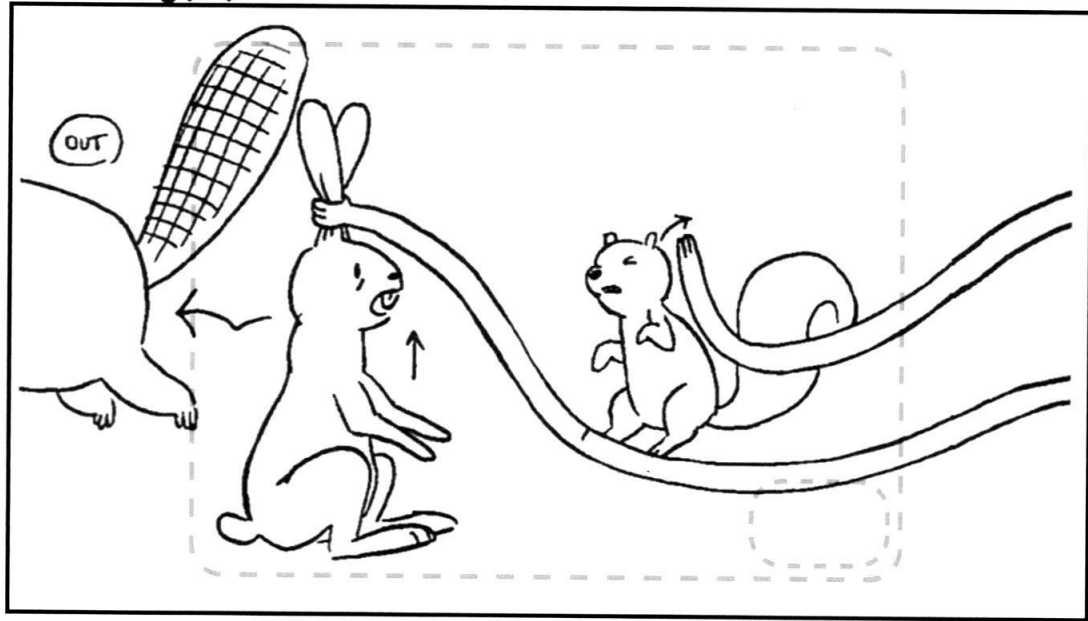


Sc. 67 *CONT*

Pnl. E

Bg.

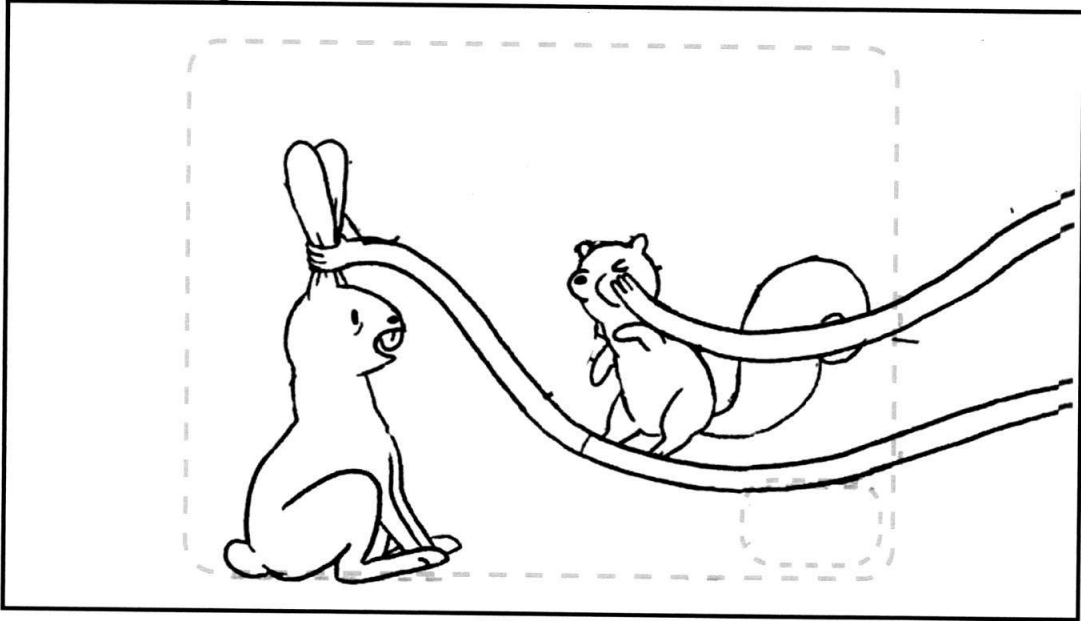
day night



Sc. 67 *CONT*

Pnl. F

Bg.



Page 100A  
*101NBT*  
day night

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Dialog:
Action:
Timing:

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Production:

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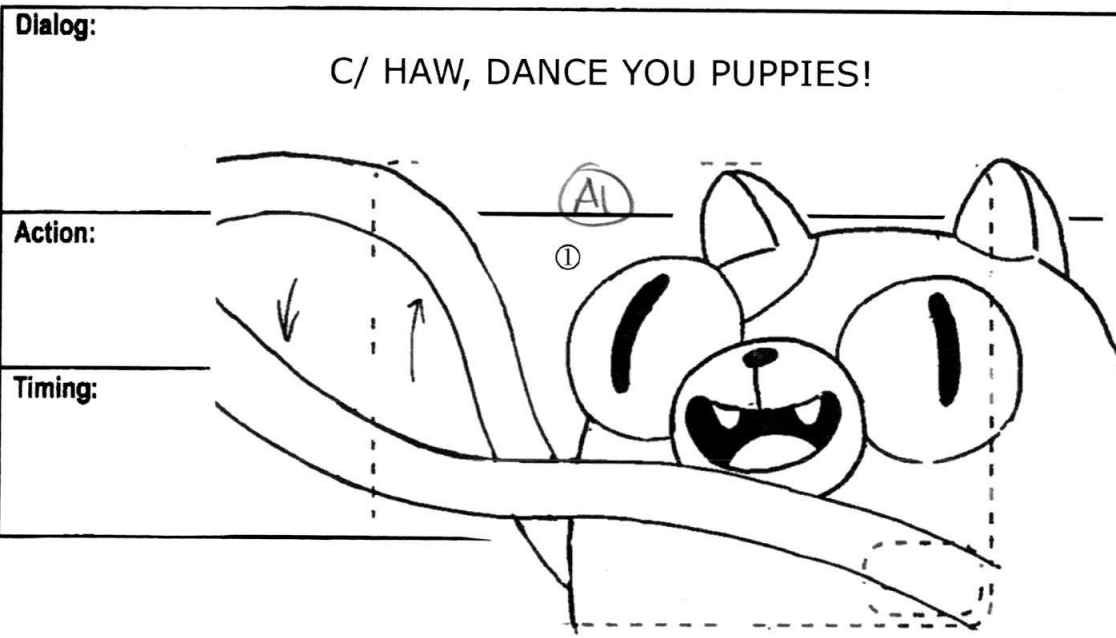
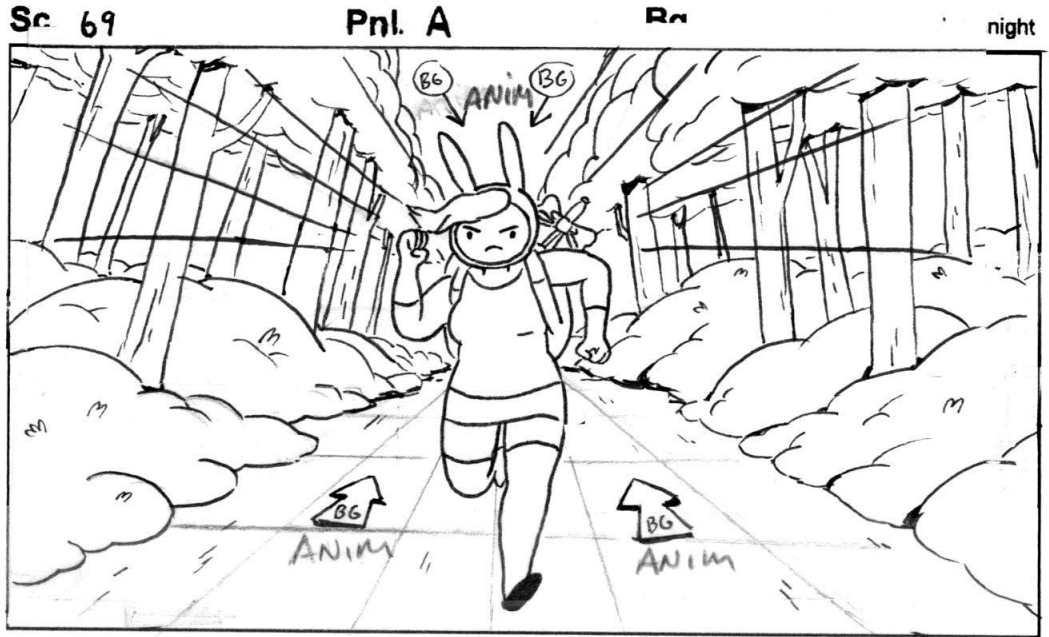
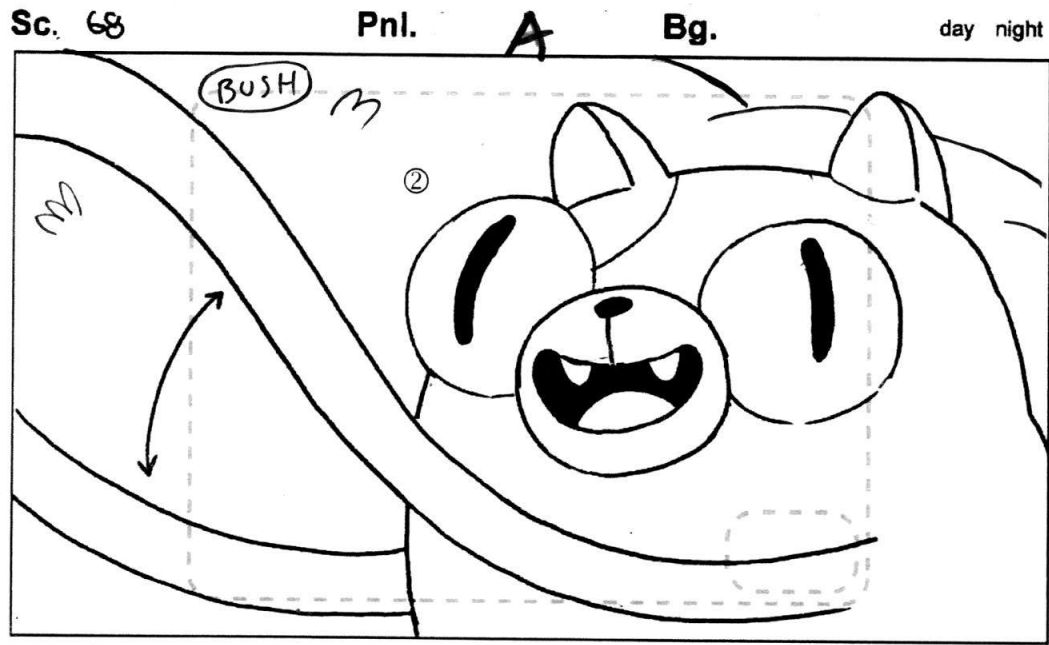
1025/167

Cut

# ADVENTURE TIME



Cut



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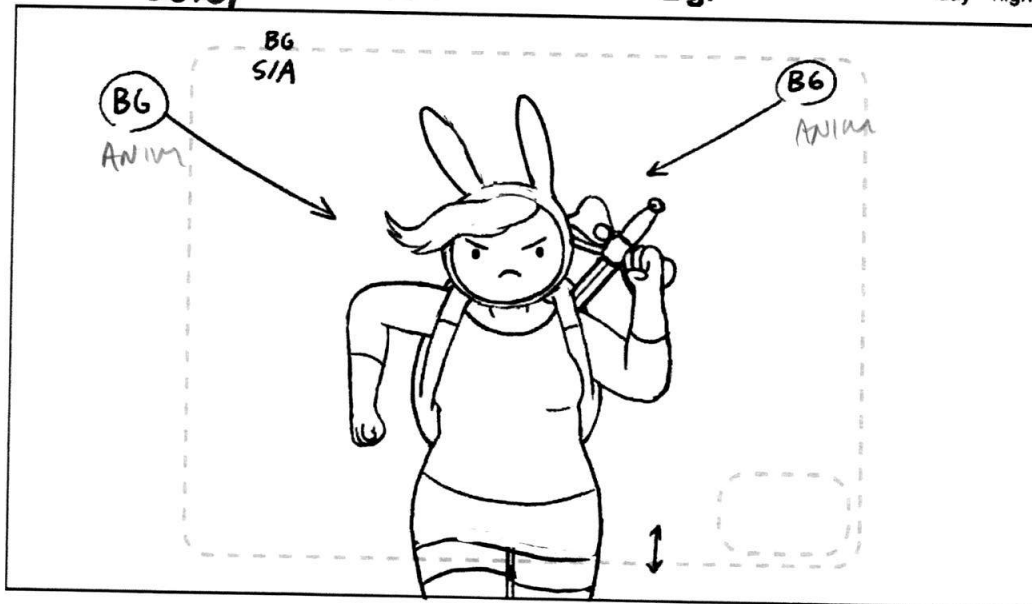


Sc. 69 *CONT*

Pnl. B

Bg.

day night



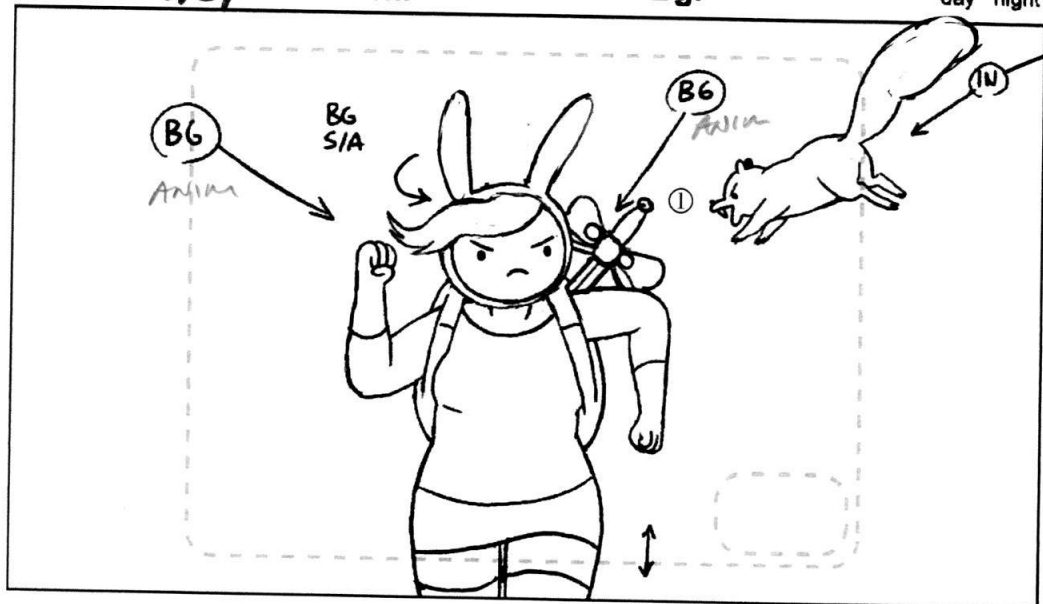
Sc. 69 *CONT*

Pnl. C

Bg.

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day night



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Dialog:

Action:

F GAINS ON CAM

Timing:

SQUIRREL / HISS!



- SQUIRREL LEAPS ON / S

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Production :

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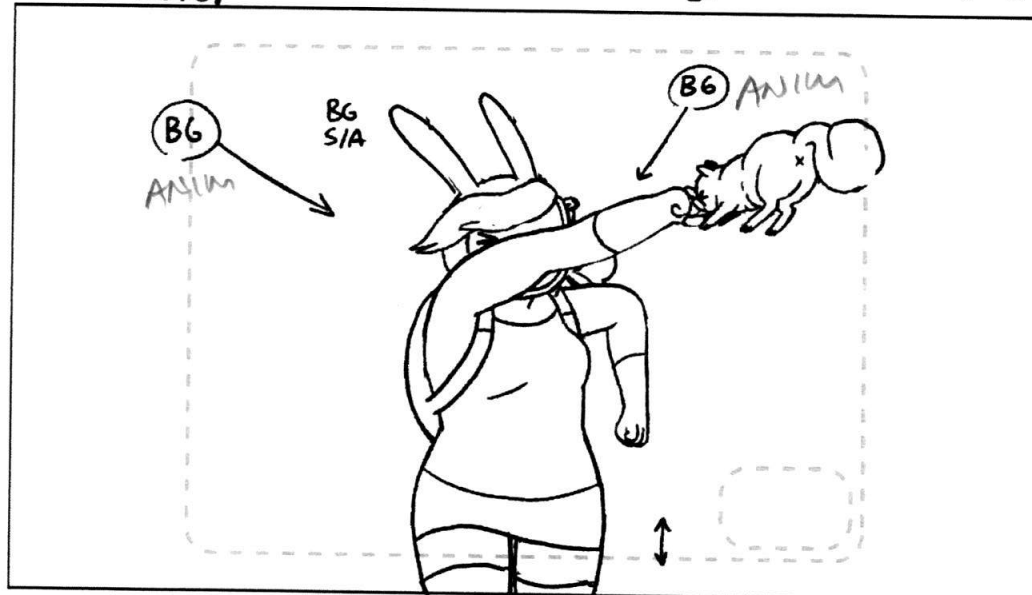
Page 103

Sc. 69 CONT

Pnl. D

Bg.

day night

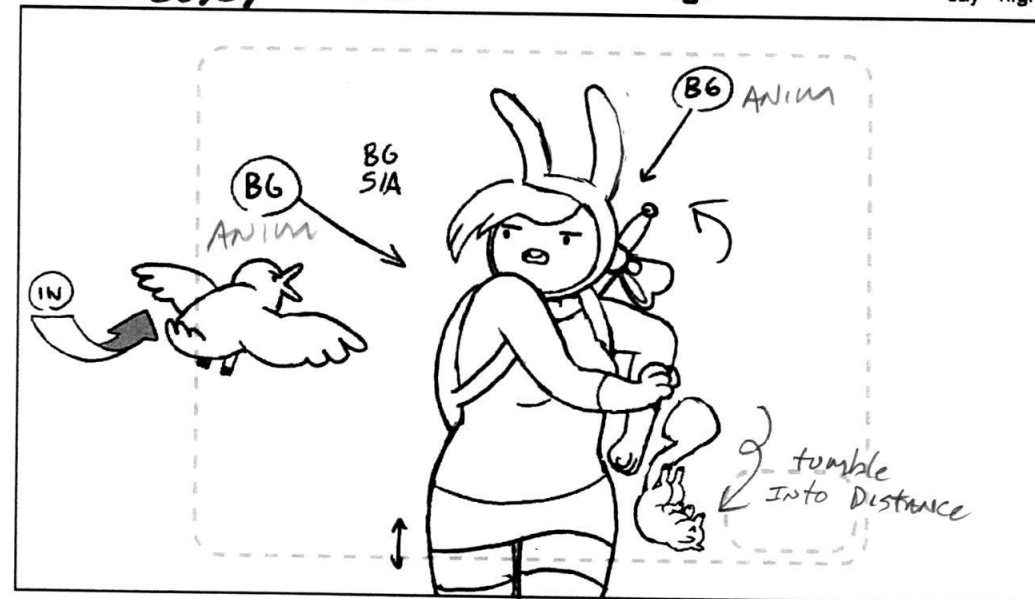


Sc. 69 CONT

Pnl. E

Bg.

day night



Dialog:

F/ HAH!  
SFX/ \*SQUISH\*

Action:

- F PUNCHES SQUIRREL, STILL RUNNING

- SQUIRREL Tumbles. Away into distance  
- BIRD SWOOPS ON/S

Timing:

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EPISODE #

1025/167

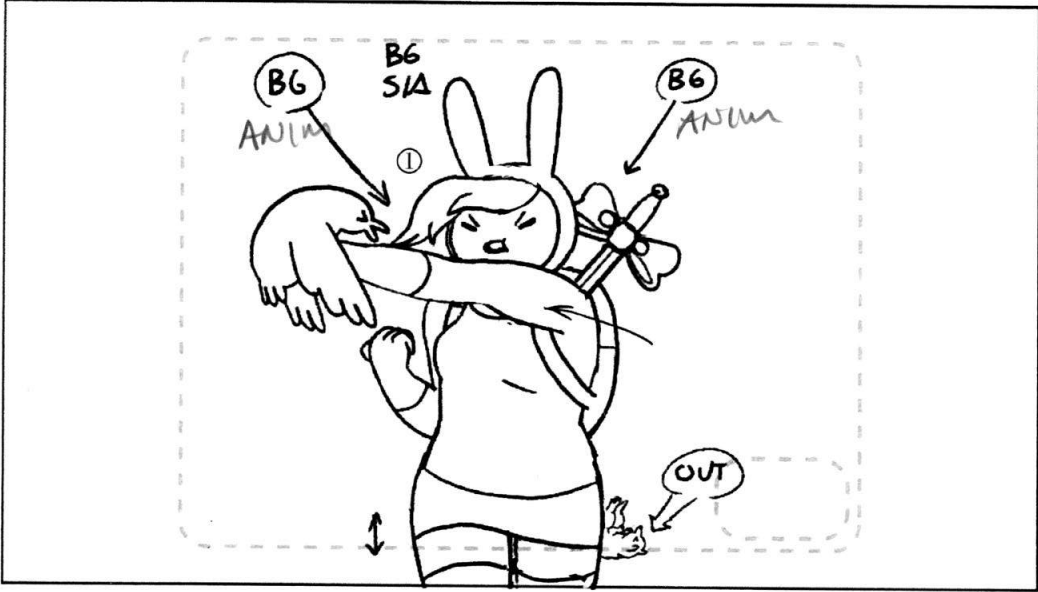
Production :

1025/167

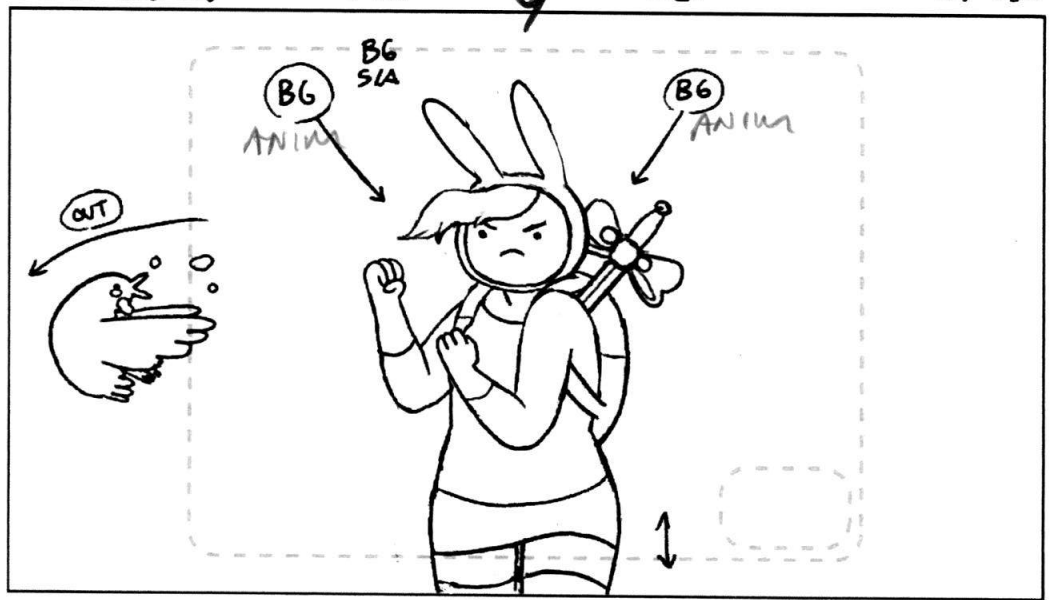
ADVENTURE TIME



Sc. 69 CONT Pnl. F Bg. day night



Sc. 69 CONT Pnl. G Bg. day night



Dialog:	
F/ HUH!! SFX: WHOK!	
Action:	
- F PUNCHES BIRD IN GUT - SQUIRREL FALLS OFF/S.	DUCK FALLS OFF/S, CRYING
Timing:	



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Production :

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# ADVENTURE TIME



*cut*

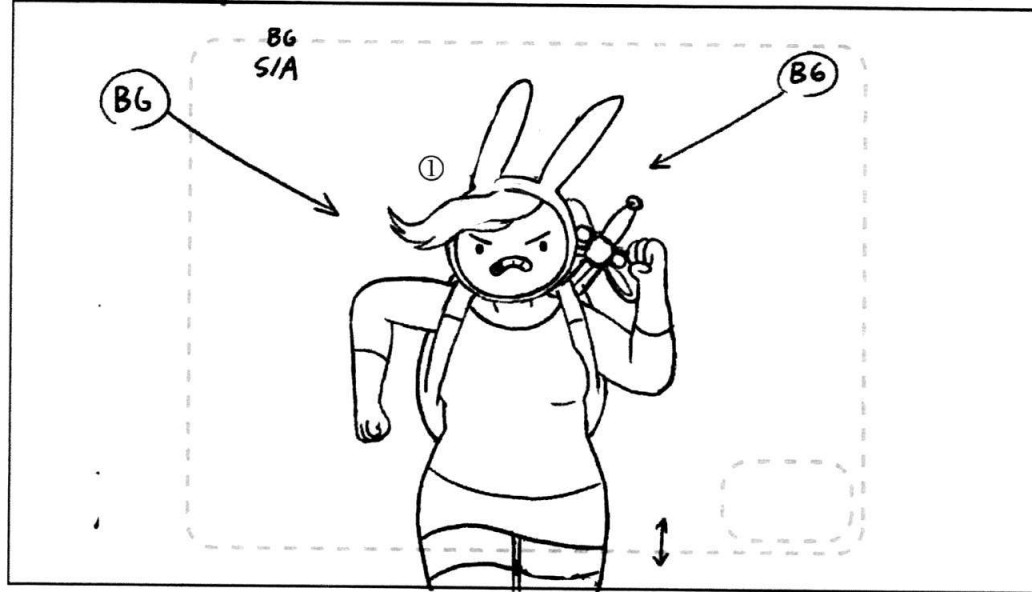
Page 105

Sc. 69 *CONT*

Pnl. H

Bg.

day night

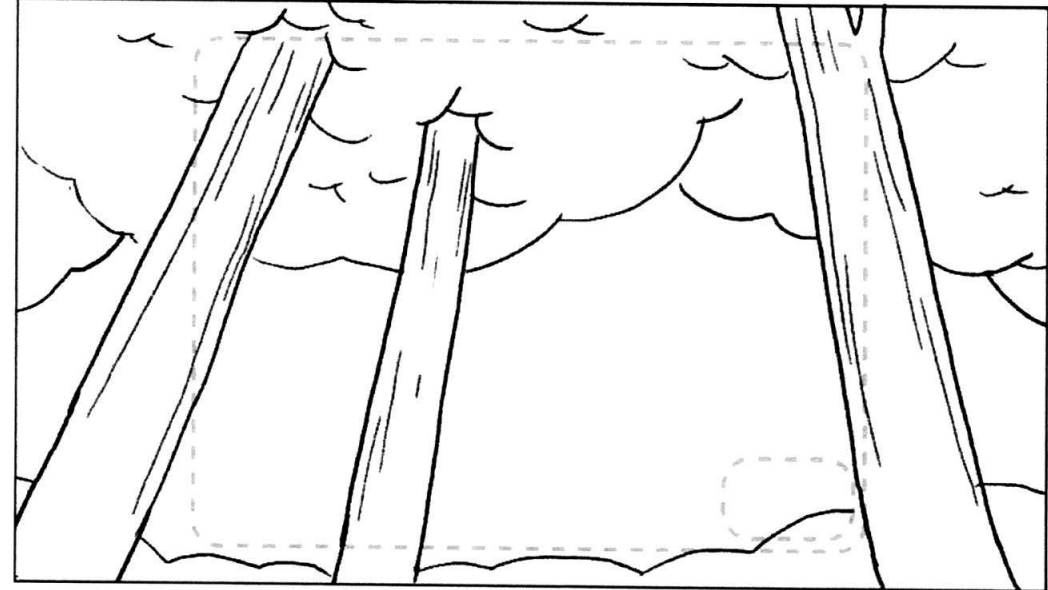


Sc. 70

Pnl. A

Bg.

day night



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Production :

Dialog:

F: GRRRR!

Action:

-FIONNA CONTINUES RUNNING.

Timing:



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# ADVENTURE TIME



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Sc. 70 *CONT*

Pnl. *B*

Bg.

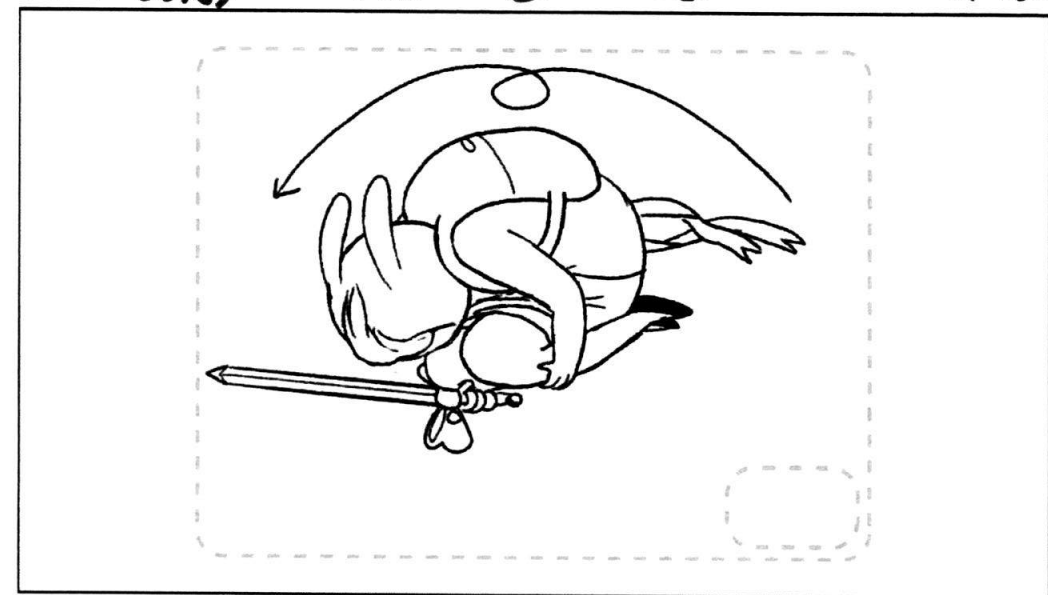
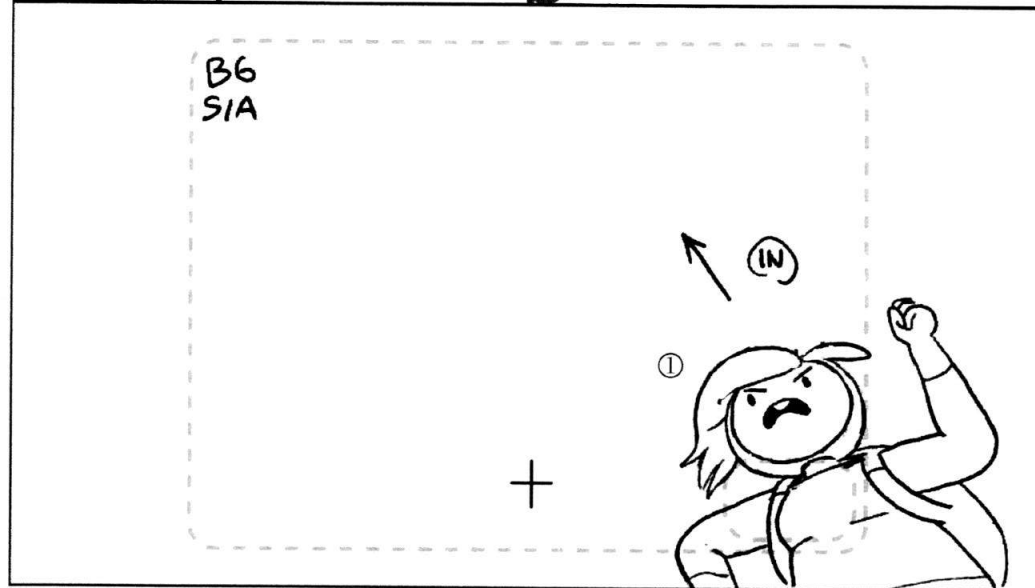
day night

Sc. 70 *CONT*

Pnl. *C*

Bg.

day night



Dialog:

F/ Ay-

Action:

F LEAPS ON/S

F DOES A FRONT FLIP

Timing:

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# ADVENTURE TIME



*Cut*

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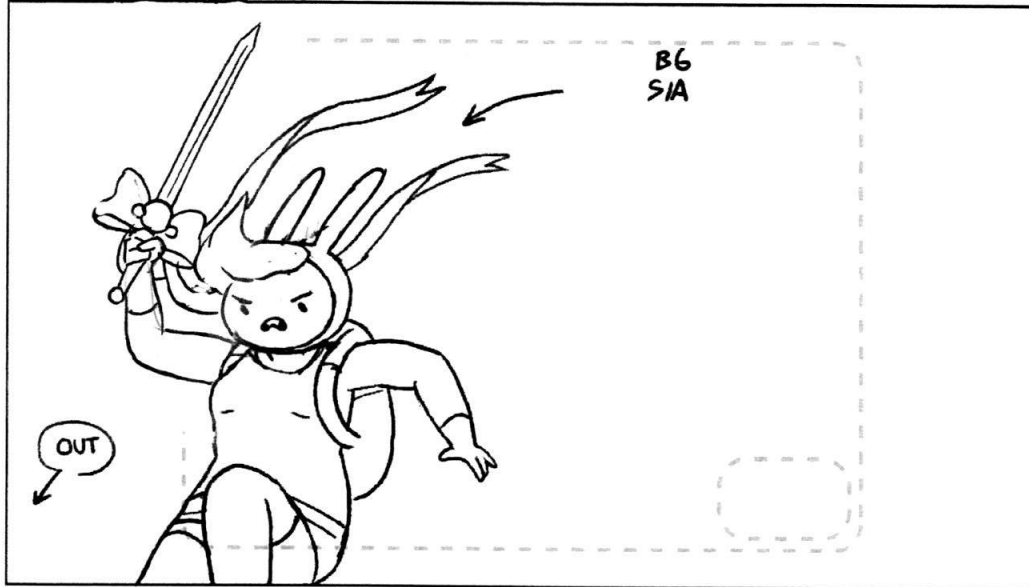
*Cut*

Sc. 70 *CONT*

Pnl. D

Bg.

day night

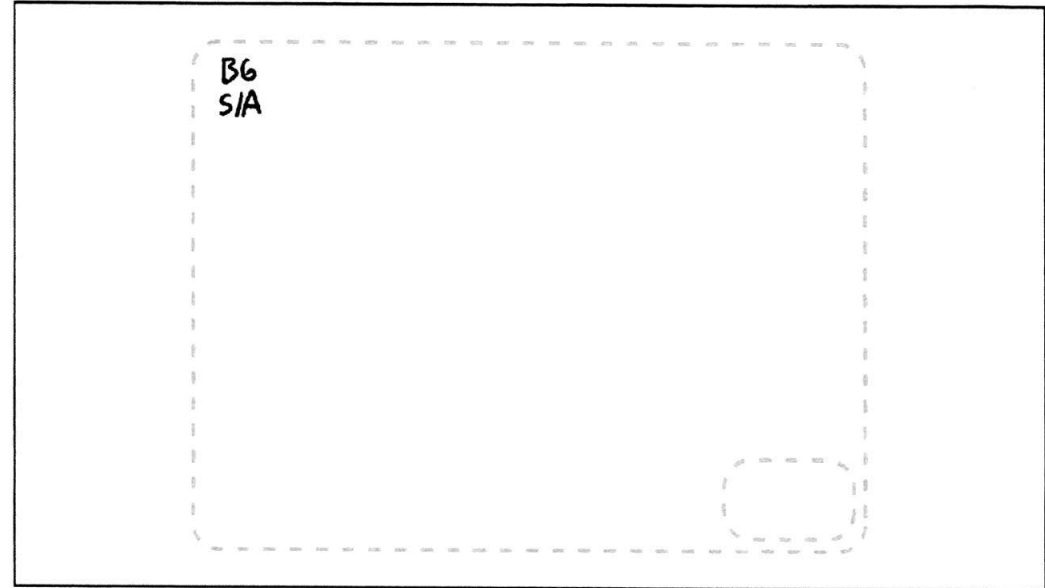


Sc. 70 *CONT*

Pnl. E

Bg.

day night



Dialog:

F/ Ya!

Action:

-F FALLS OFF/S.

Timing:

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Production :

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1025/167

turtle  
prince

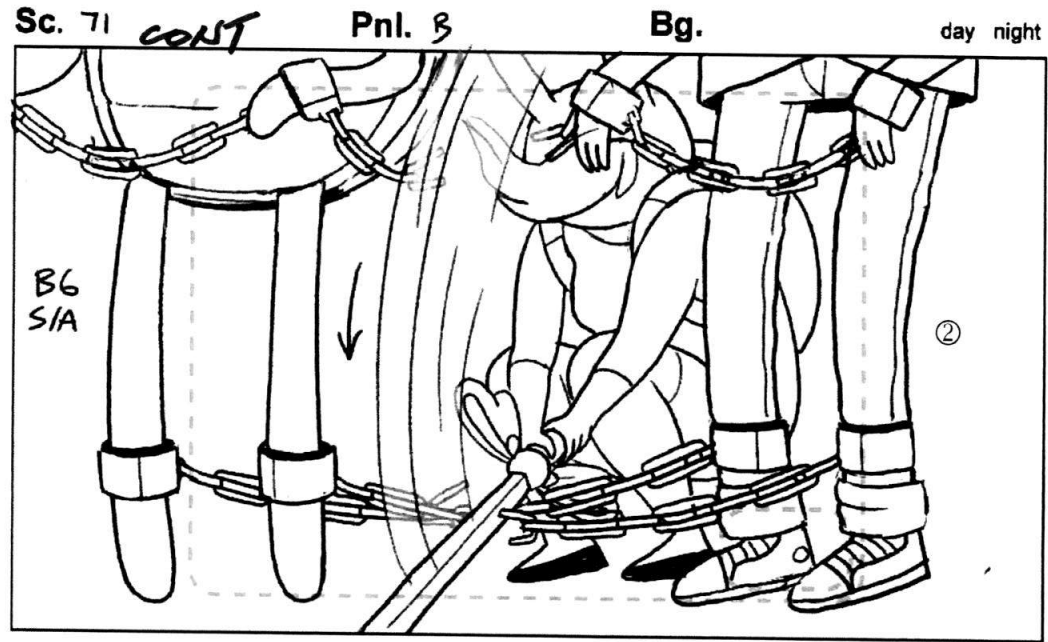
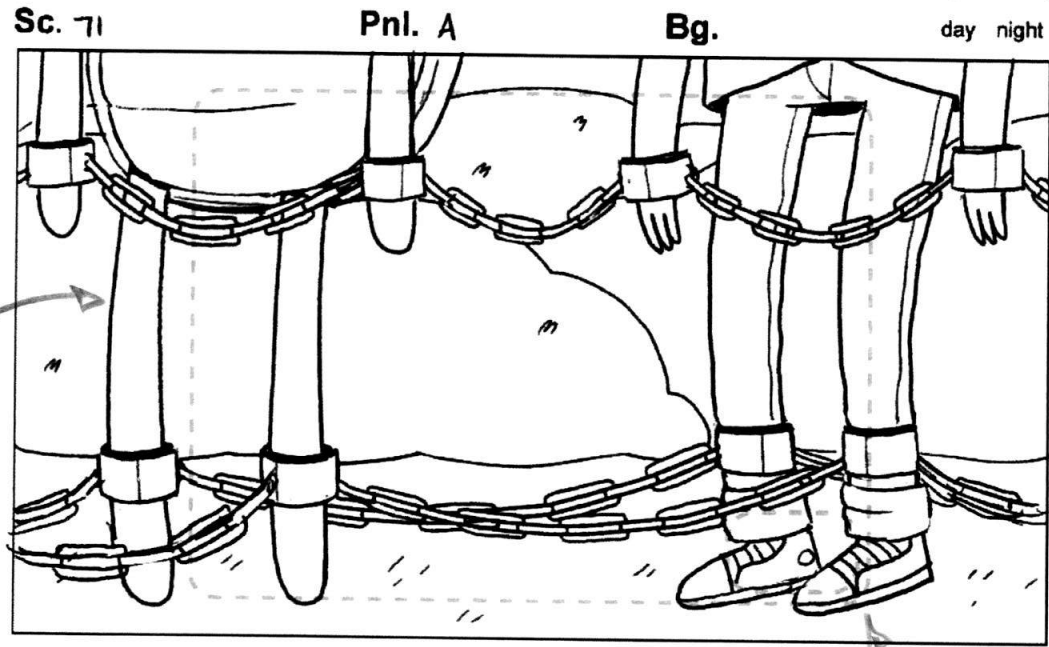
Cut

# ADVENTURE TIME

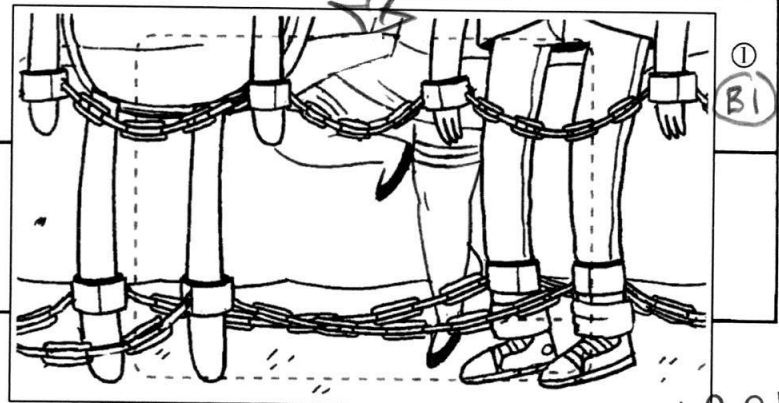


Page 108

tu  
cut



Dialog:	<p><u>F/ (OS)</u> YAH!</p> <p>MARSHALL LEE</p> <p>SFX: * KLAANG! *</p>
Action:	<p>-FIONNA CUTS THROUGH CHAINS</p>
Timing:	



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1025/167

HW  
CUT

# ADVENTURE TIME

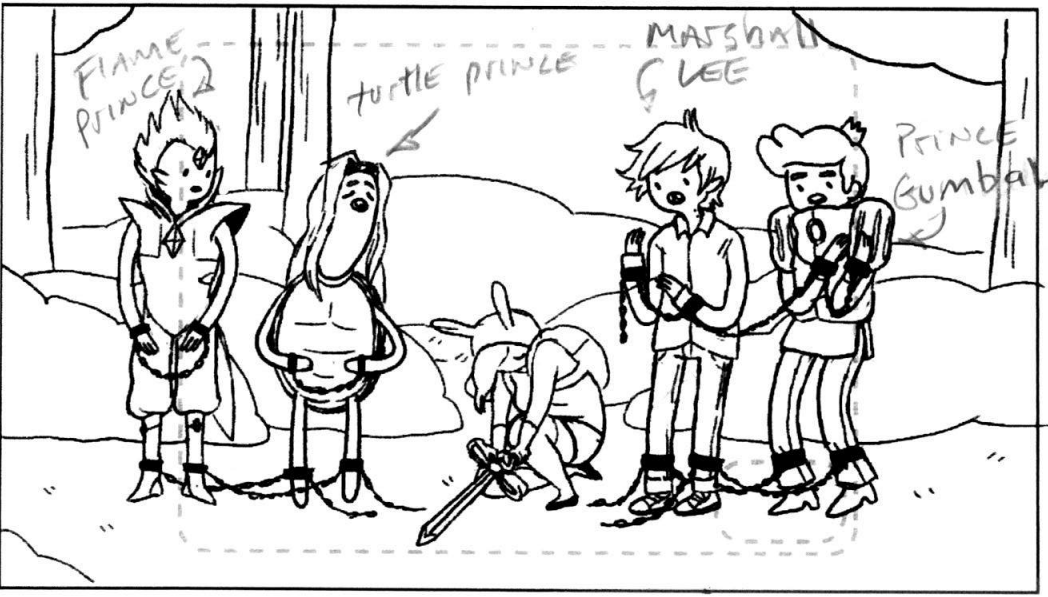


Sc. 72

Pnl. A

Bg.

day night

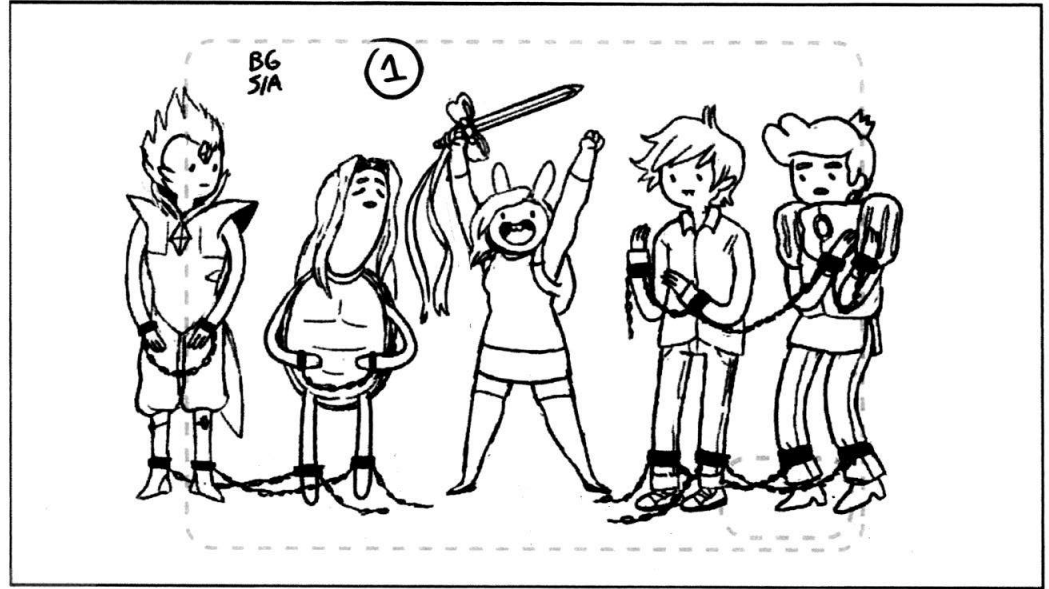


Sc. 72 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

F/ YOU'RE FREE TO GO, PEOPLE!

- F. STANDS UP.

- SHACKLES SNAP OPEN

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Production :

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# ADVENTURE TIME



Sc. 72 *CONT*

Pnl. *C*

Bg.

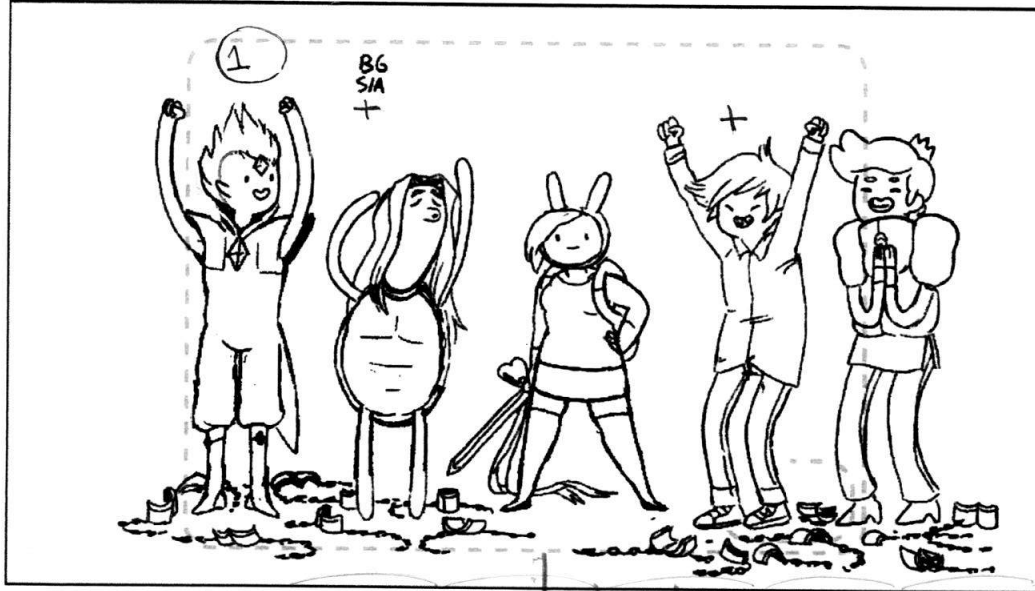
day night

Sc. 72 *CONT*

Pnl. *D*

Bg.

Page 110  
day night *110A NEXT*



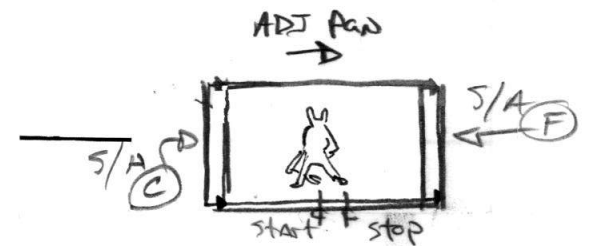
Dialog:

FP, TP, ML, PG / WOO HOO!  
(HAPPY WALLA)

Action:

- CHAINS FALL OFF

Timing:



ACTION: ALL RUN OFF  
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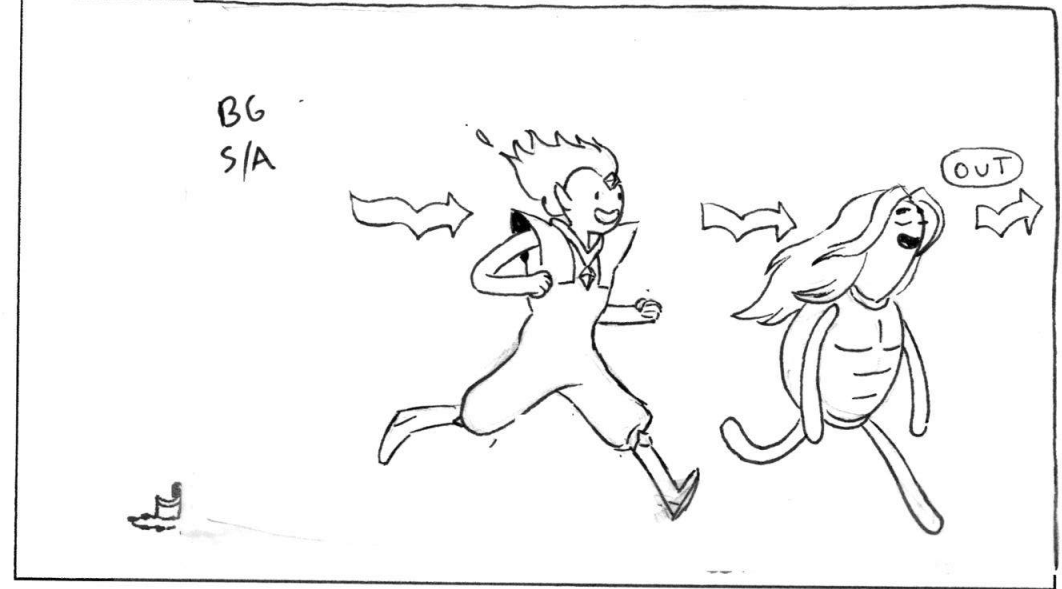
1025/167

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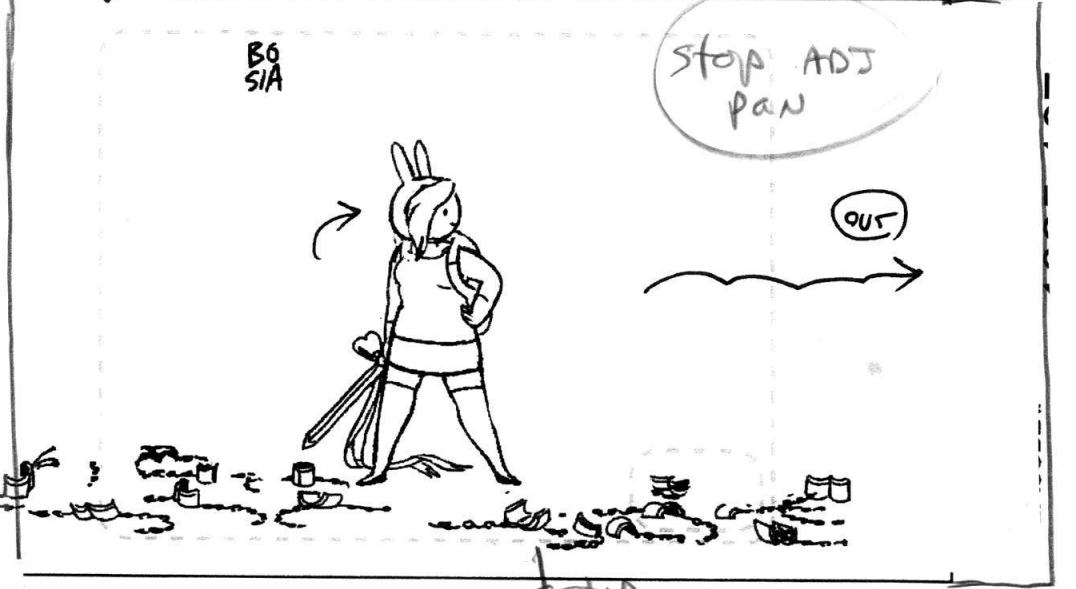
# ADVENTURE TIME



Sc. 72 *cont* Pnl. E Bg. day night



Sc 72 *cont* Pnl. F Bg. day night



Page 110 A  
111 NEXT  
HU  
cut

1025/167

Dialog:
Action:
Timing:

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Production :

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Hu  
cut

# ADVENTURE TIME



Hu  
cut

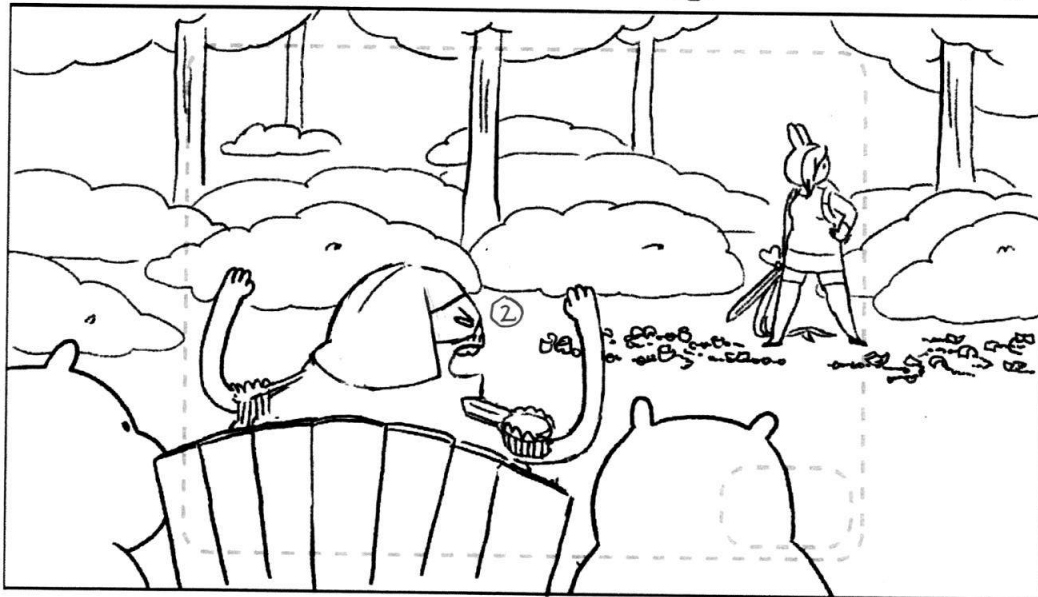
Page 111

Sc. 73

Pnl. A

Bg.

day night

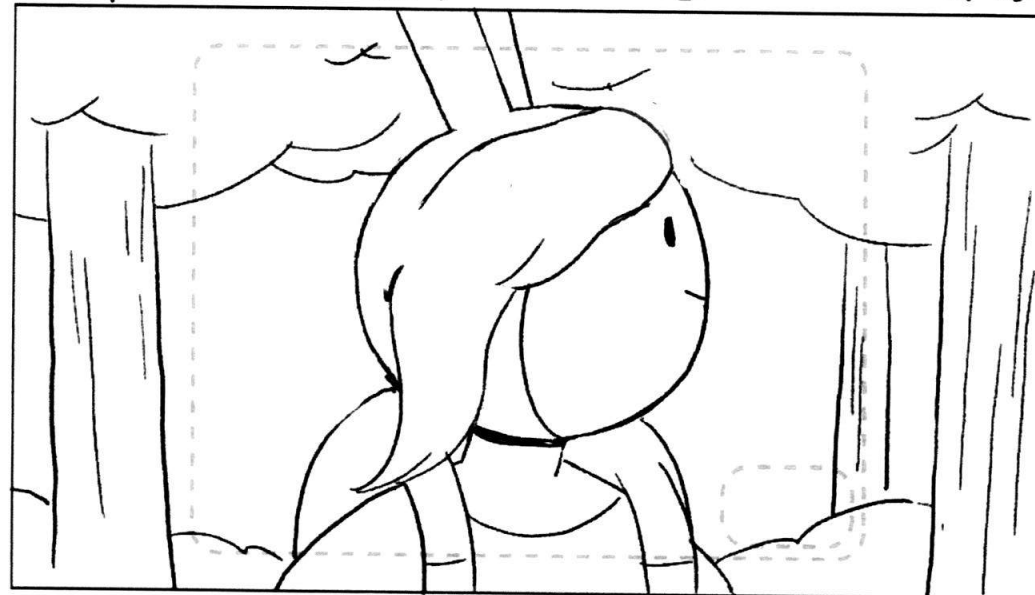


Sc. 74

Pnl. A

Bg.

day night



Dialog:

LSP/ HEY! THOSE WERE MY SERVANTS!

Action:

① AI

Timing:



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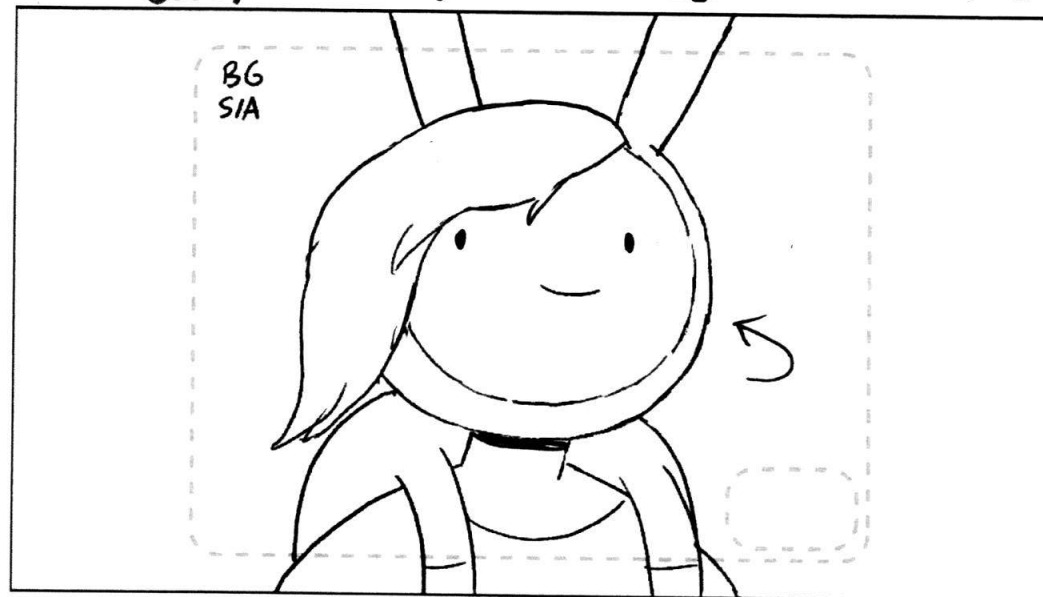
Page 12

Sc. 74 *CONT*

Pnl. B

Bg.

day night



Sc. 75

Pnl. A

Bg.

day night



Dialog:

F/ HM?

LSP / WHAT AN INNOCENT FACE!

JAN 28 2010

Action:

- FIONNA TURNS.

- LSP'S ARMS DROP

Timing:



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# ADVENTURE TIME



Sc. 75 *CONT*

Pnl.

B

Bg.

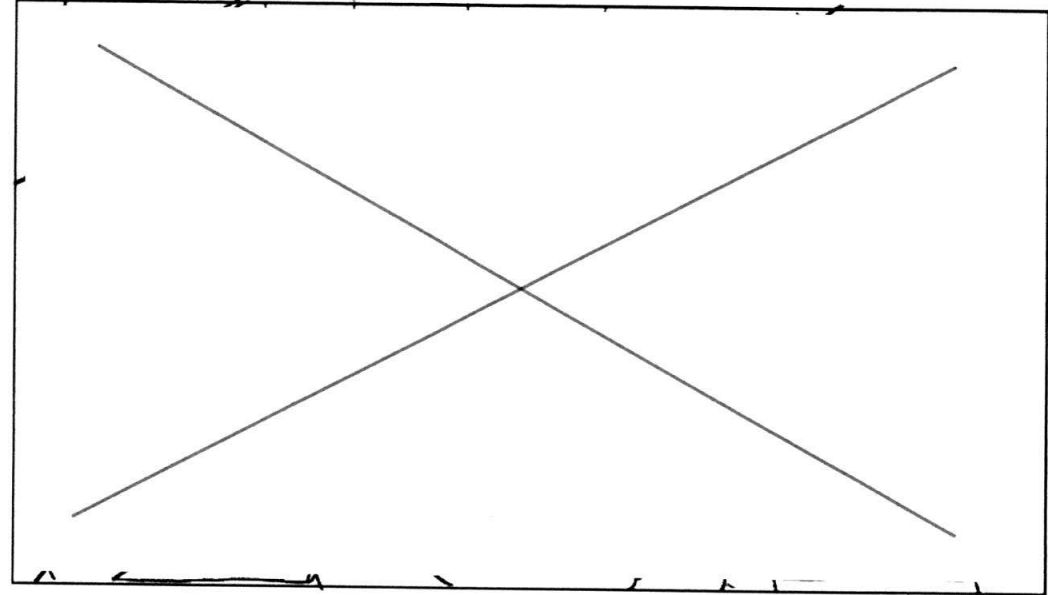
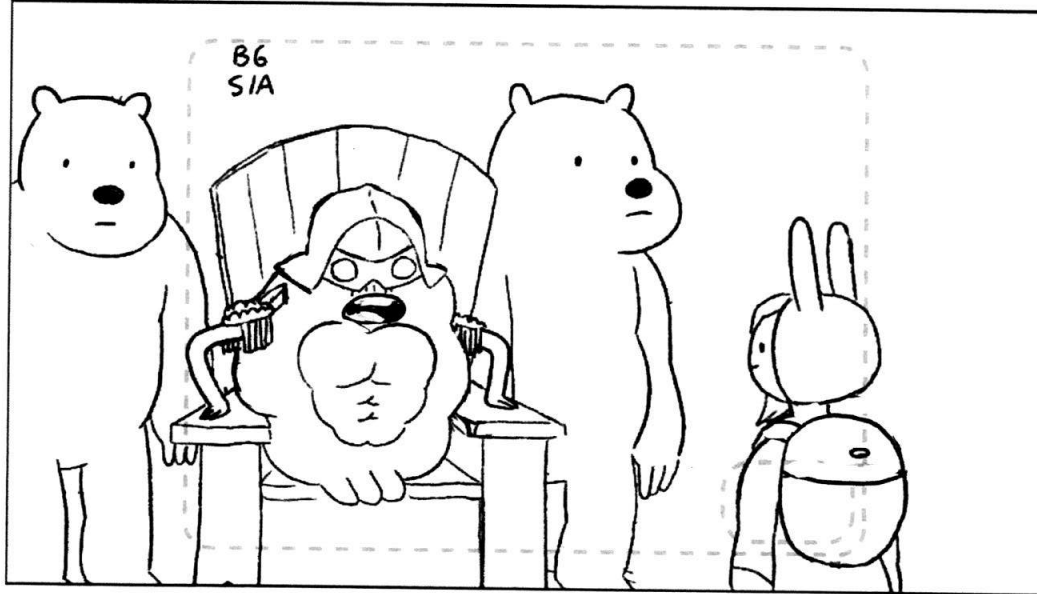
day night

Sc.

Pnl.

Bg.

Page 113  
NO PGS 114-116  
day night



Dialog:

*LSP/* IT SHINES AS IF YOU  
HAVE DONE NO WRONG

Action:

Timing:

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Production :

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# ADVENTURE TIME



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Sc. Pnl. Bg. day night

Sc. **75 CONT** Pnl. **C** Bg. day night

Dialog:

Action:

Timing:

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Production :

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# ADVENTURE TIME



NO SC'S  
76-79

Sc. 75 CONT Pnl.

D

Bg.

day night

Sc.

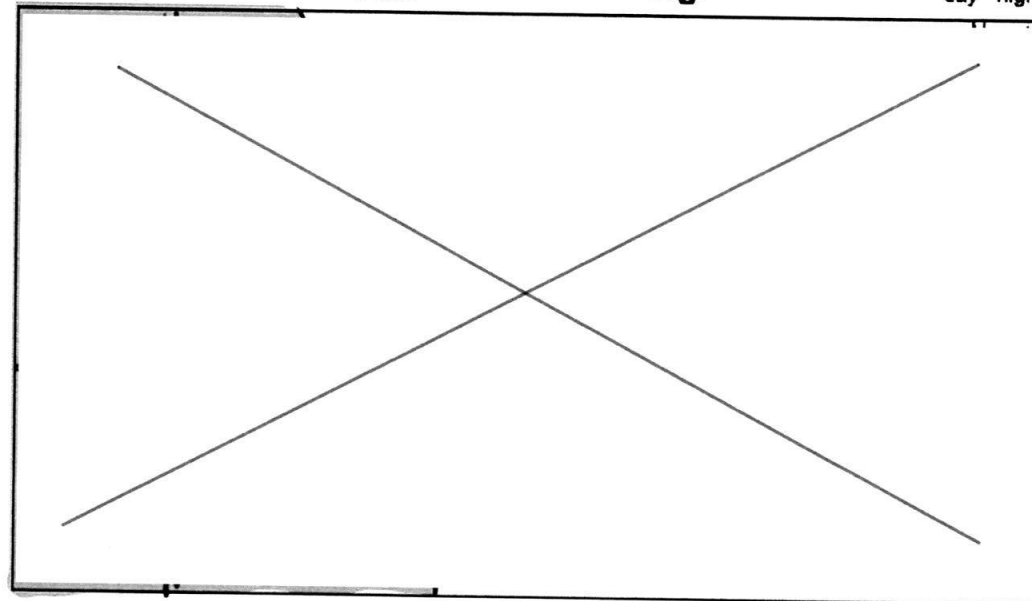
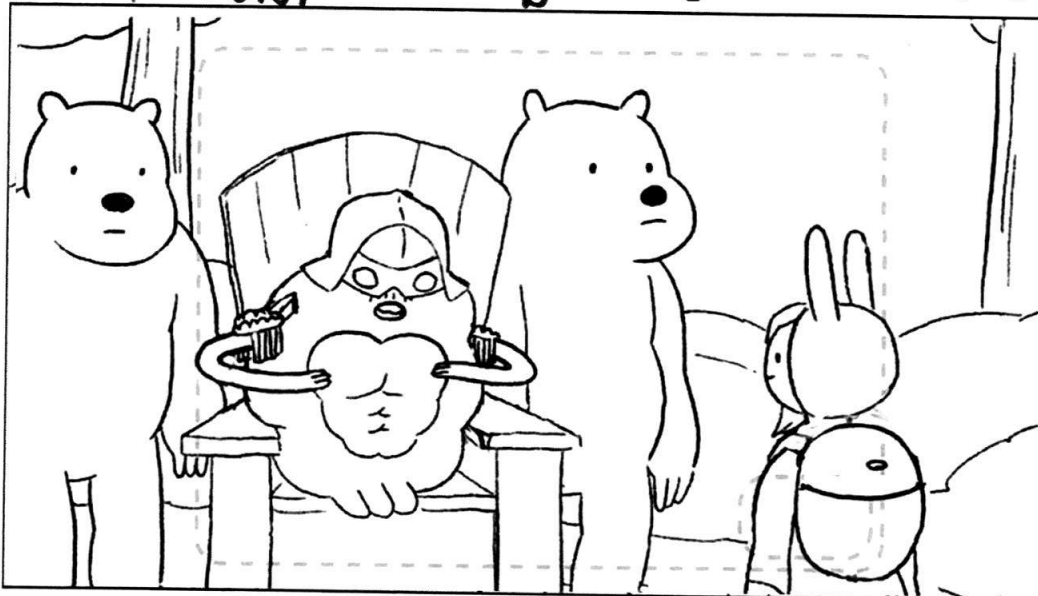
HO  
CUT

Pnl.

Bg.

Page 118

118A NEXT  
day night



Dialog:

LSP / DO YOU LIKE MY FREAKY CLOTHES?

Action:

Timing:

JAN 23 2014

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day night

Sc. 80	Pnl. A	Bg.	day night

Dialog:
Action:
Timing:

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# ADVENTURE TIME



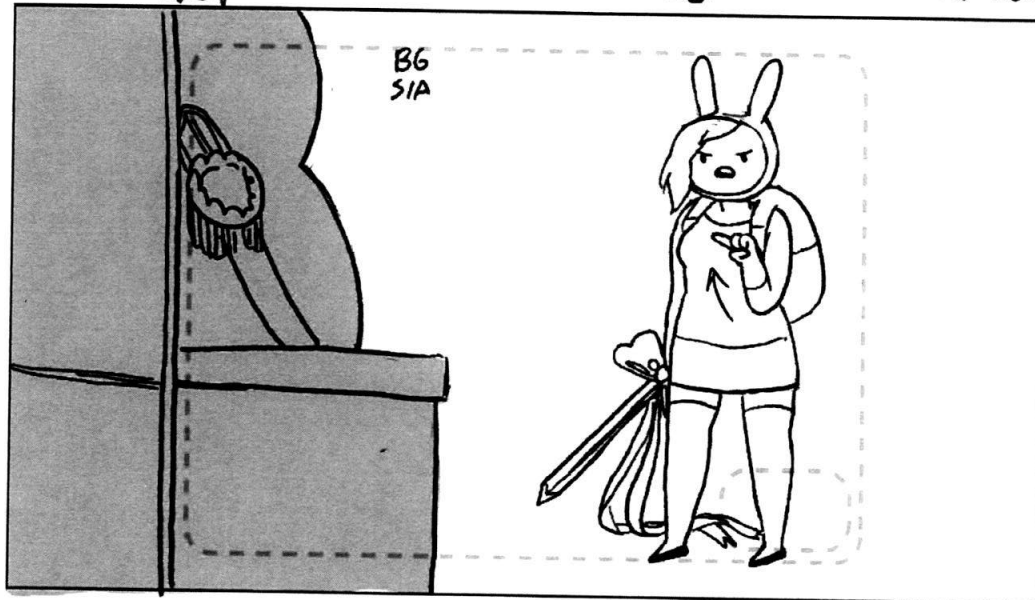
Page 119

Sc. 80 *cont*

Pnl. B

Bg.

day night

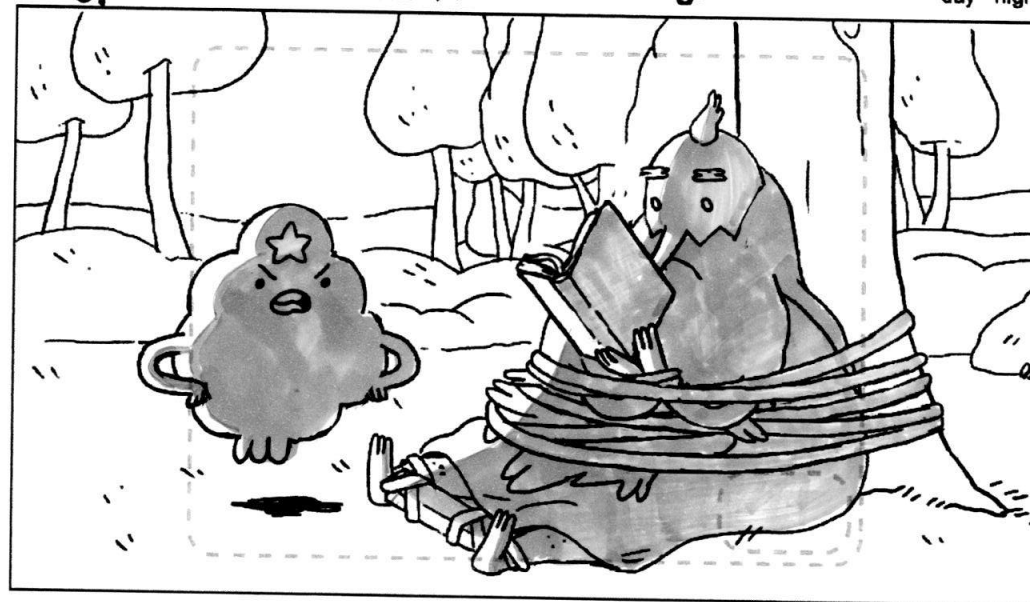


Sc. 91

Pnl. A

Bg.

day night



Dialog:

F/ I DON'T CARE ABOUT YOUR CLOTHES !!

LSP: HEY (vo)

LSP / Your not

Action:

Timing:

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Production :

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ADVENTURE TIME



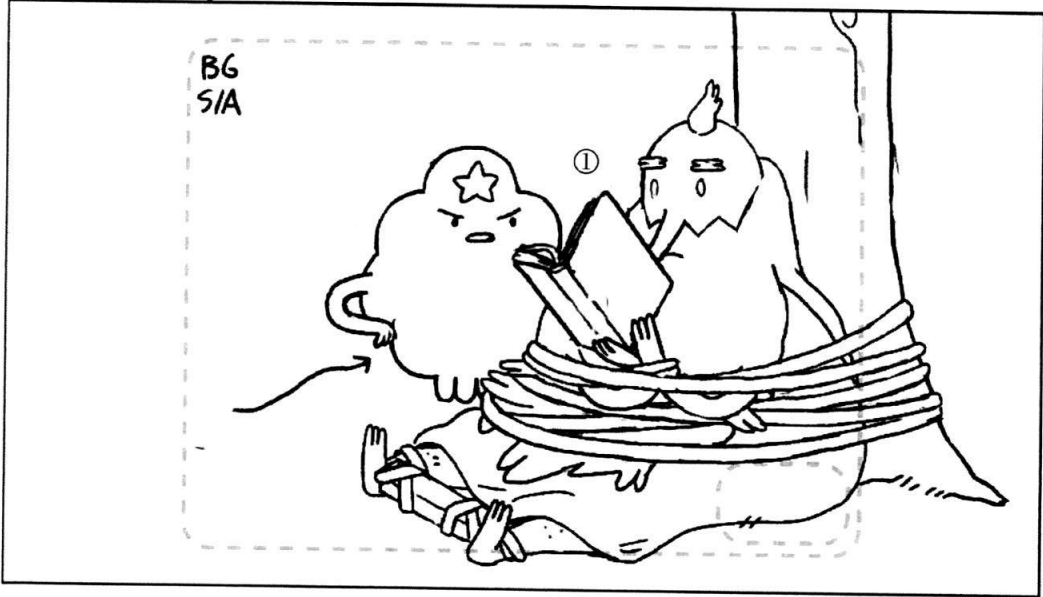
Page 120

Sc. 81 *CONT*

Pnl. B

Bg.

day night

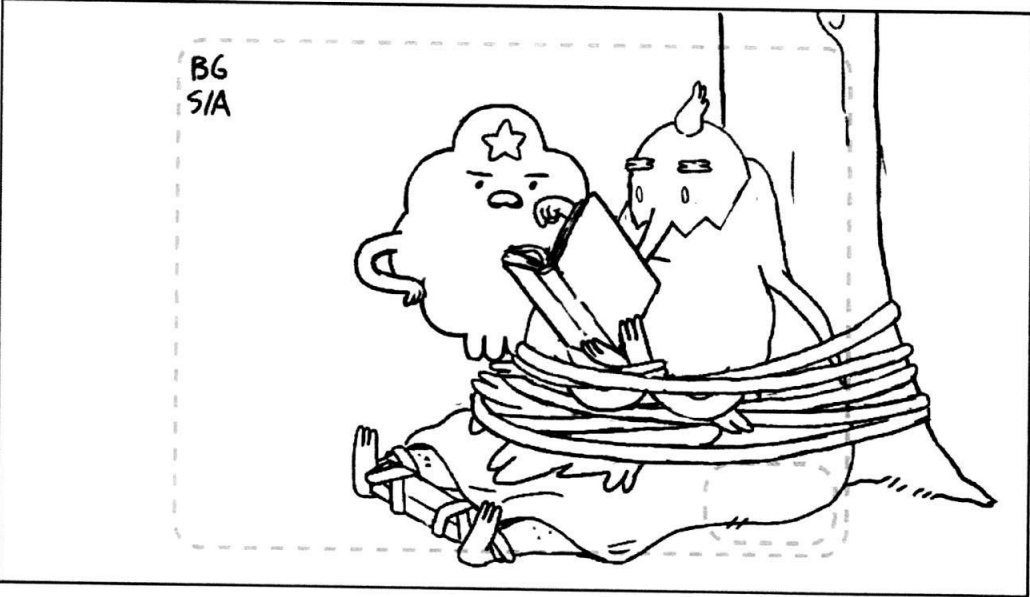


Sc. 81 *CONT*

Pnl. C

Bg.

day night



Dialog:

LSP,  
— : SUPPOSED TO READ IT LIKE THAT.  
(B) (D1)

LSP / SAY IT IN A NICER WAY.  
(A1) (C)

Action:

Timing:



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# ADVENTURE TIME



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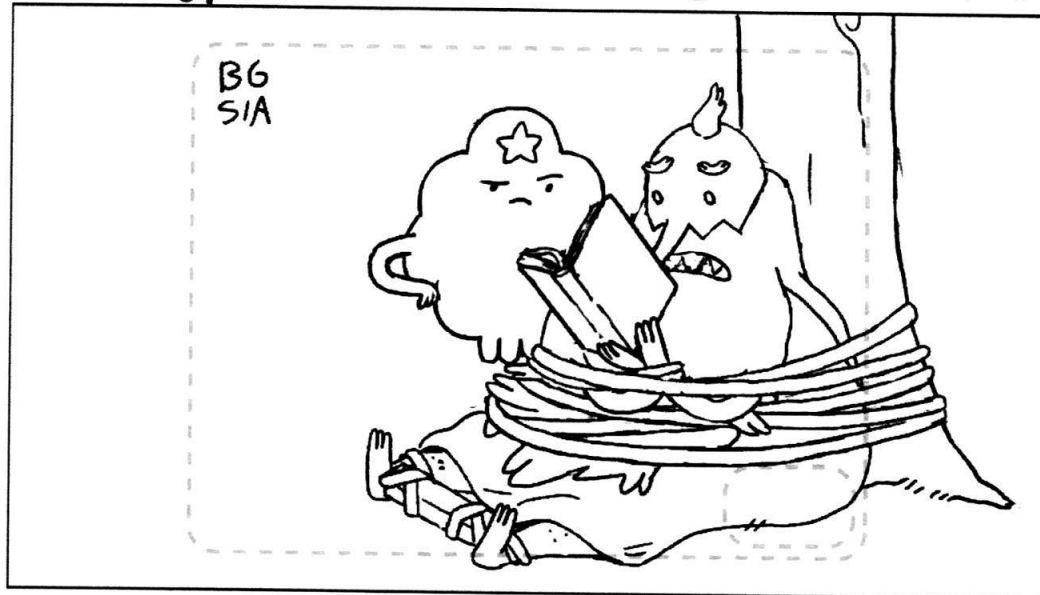
Cut

Sc. 81 *CONT*

Pnl. D

Bg.

day night

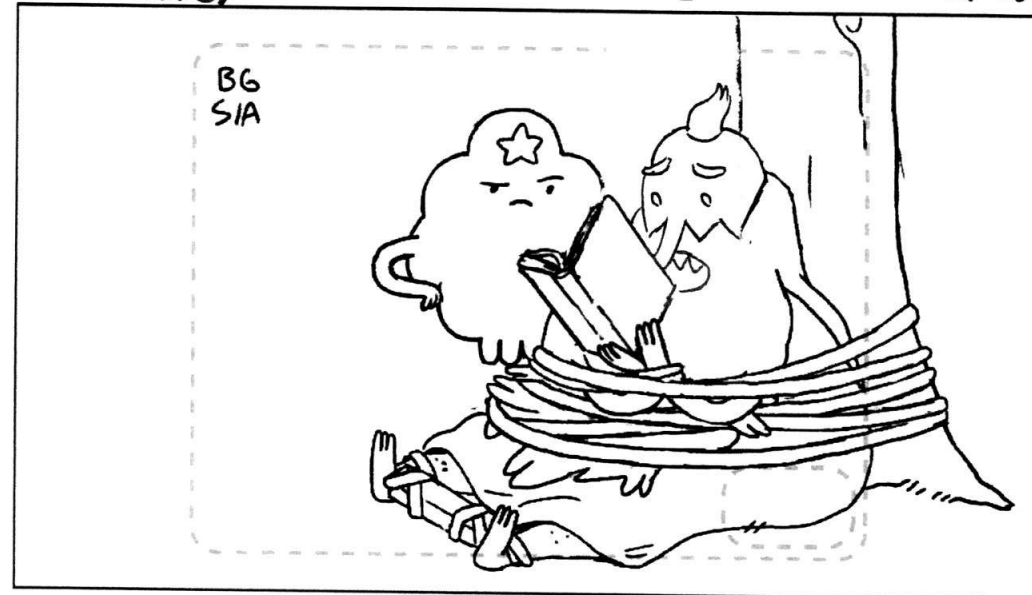


Sc. 81 *CONT*

Pnl. E

Bg.

day night



Dialog:

IK / OH ... UM —

IK / "I DON'T" ...

Action:

Timing:

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# ADVENTURE TIME



HO  
CUT

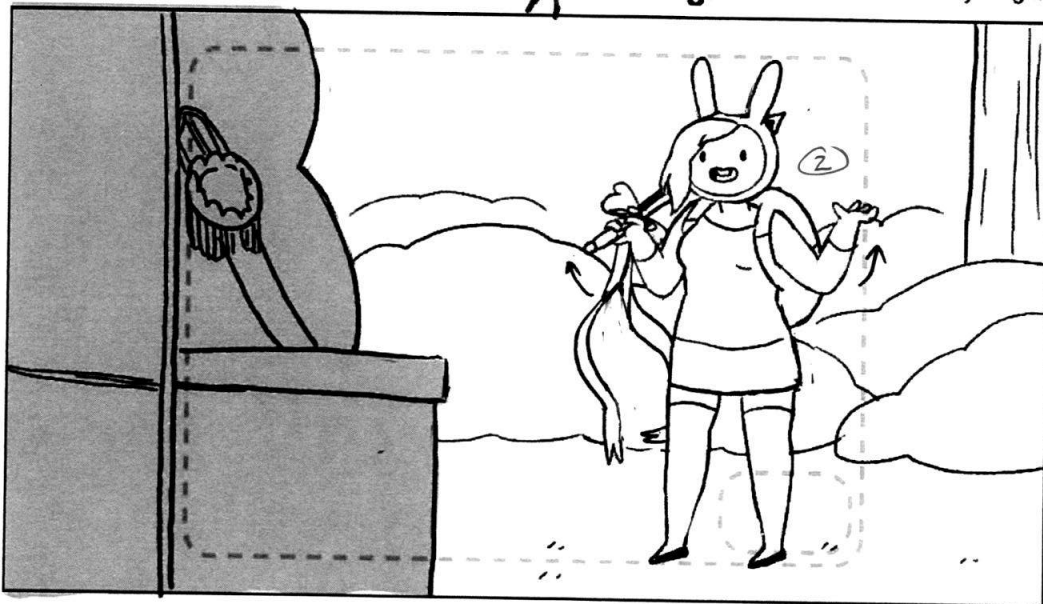
Page 122

Sc. 82

Pnl. A

Bg.

day night

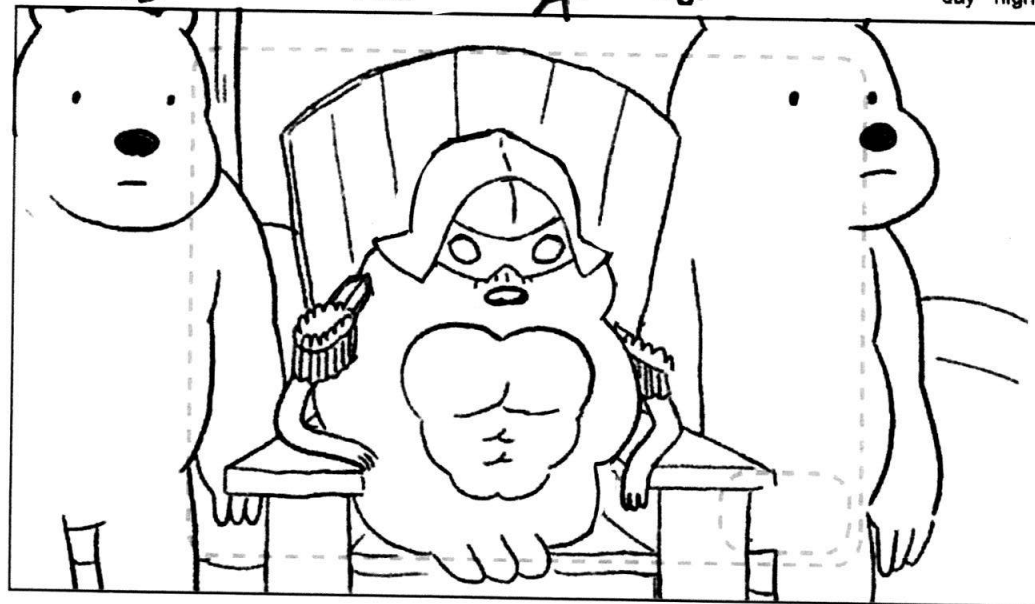


Sc. 83

Pnl. A

Bg.

day night



Dialog:

F / ... CARE ABOUT YOUR CLOTHES.

Action:

IK'S VOICE TRANSITIONS IN TO F'S

Timing:



AI

4:42:19

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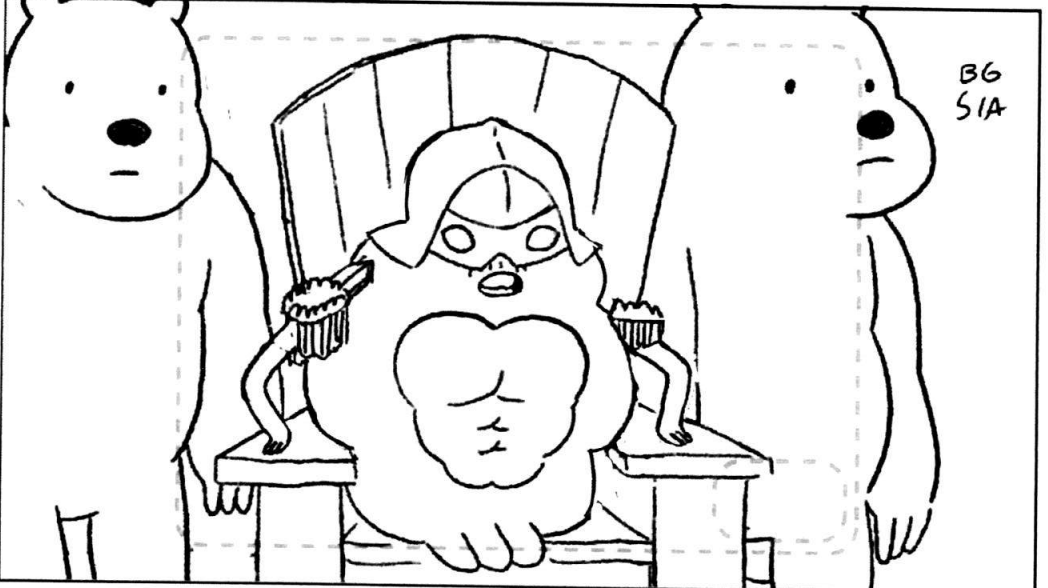
Page 123

Sc. 83 CONT

Pnl. B

Bg.

day night

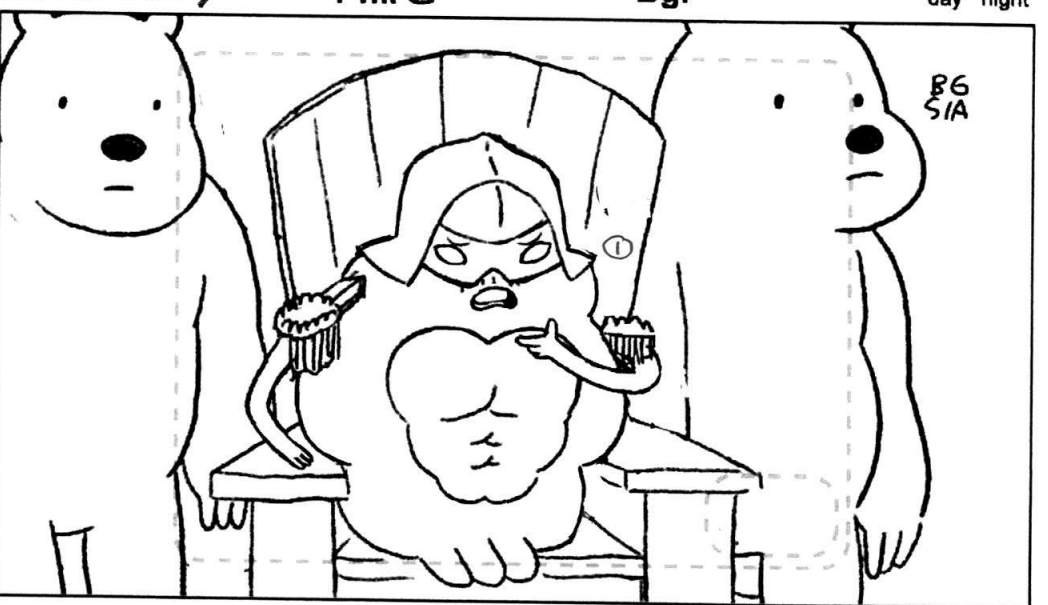



Sc. 83 CONT

Pnl. C

Bg.

day night



Dialog:	<p><u>LSP</u> / YOU DON'T?</p>
Action:	
Timing:	<div><p>VBOR RETRACTS UP INTO HELMET</p><p>JAN 23 2014</p></div>

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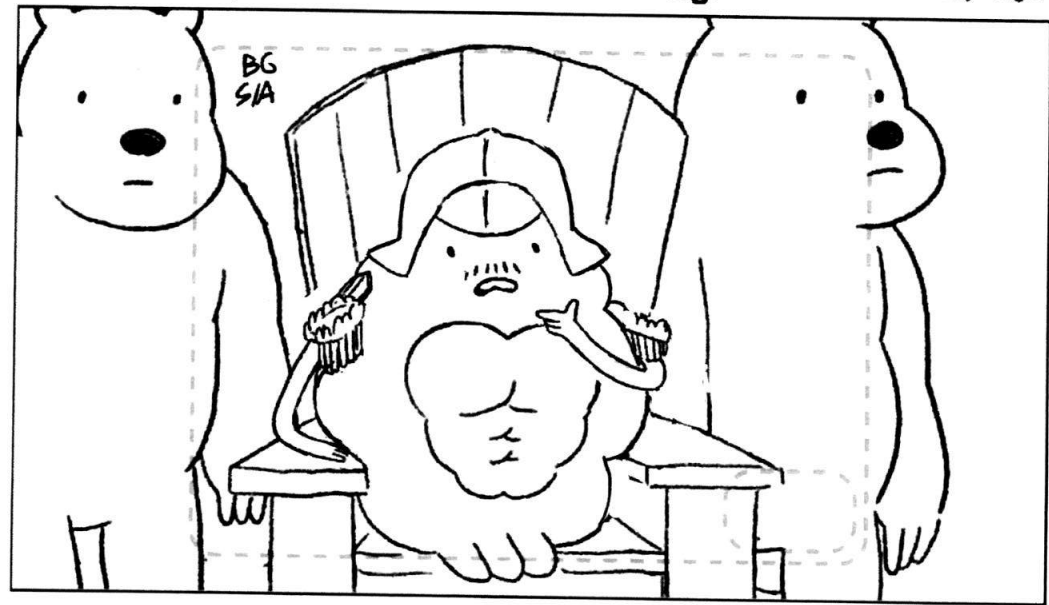


Sc. 83 *CONT*

Pnl. D

Bg.

day night

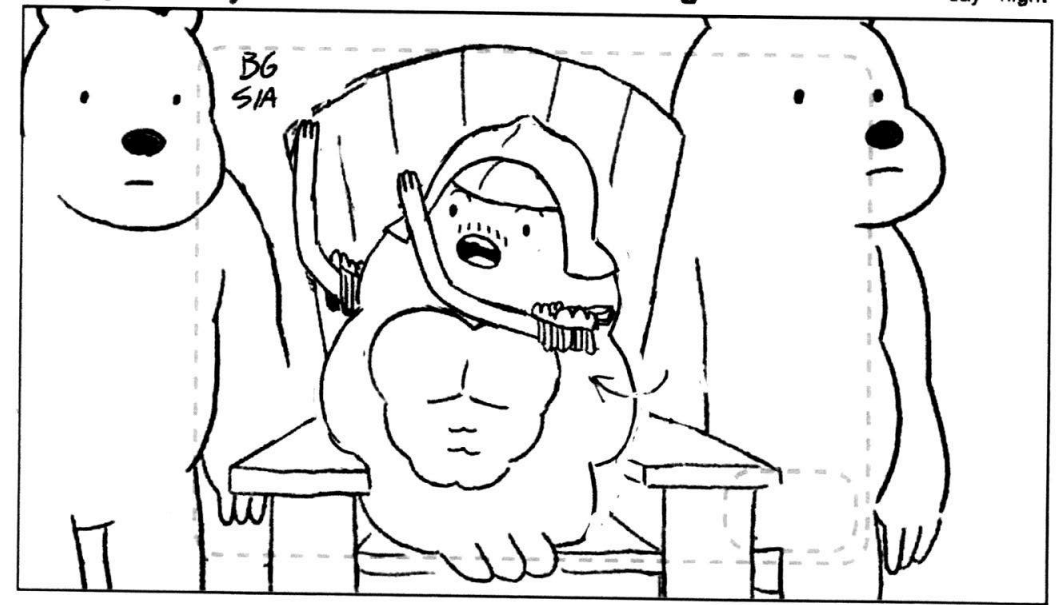


Sc. 83 *CONT*

Pnl. E

Bg.

day night



Dialog:

LSP / FINALLY, SOMEONE WHO'S NOT IMPRESSED WITH MY NOBLE LOOKS --

Action:

Timing:

JAN 23 2014

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Production :

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# ADVENTURE TIME



Cont

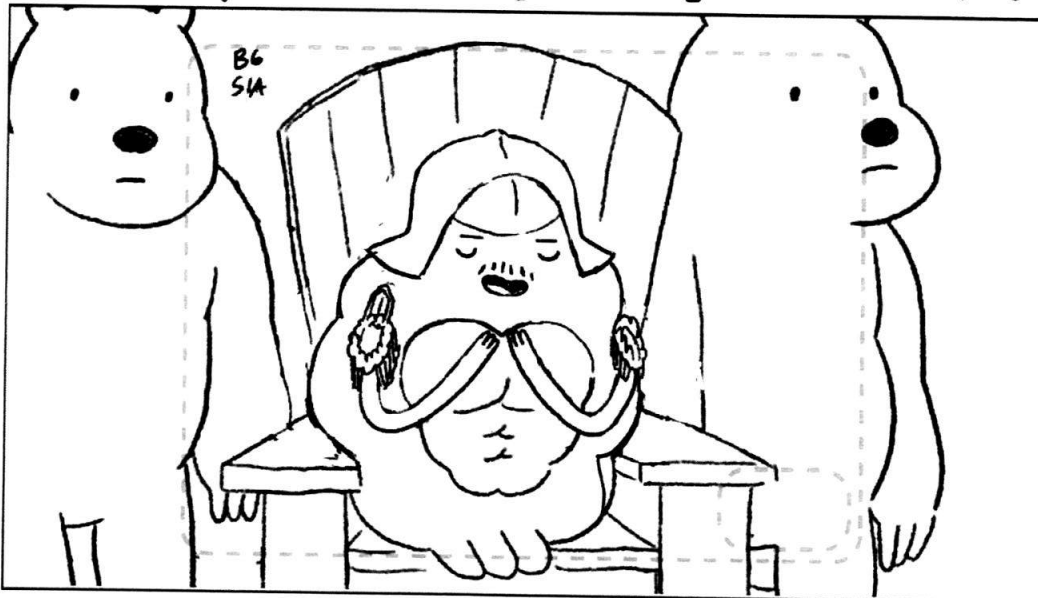
Sc. 83 *CONT*

Pnl.

*F*

Bg.

day night



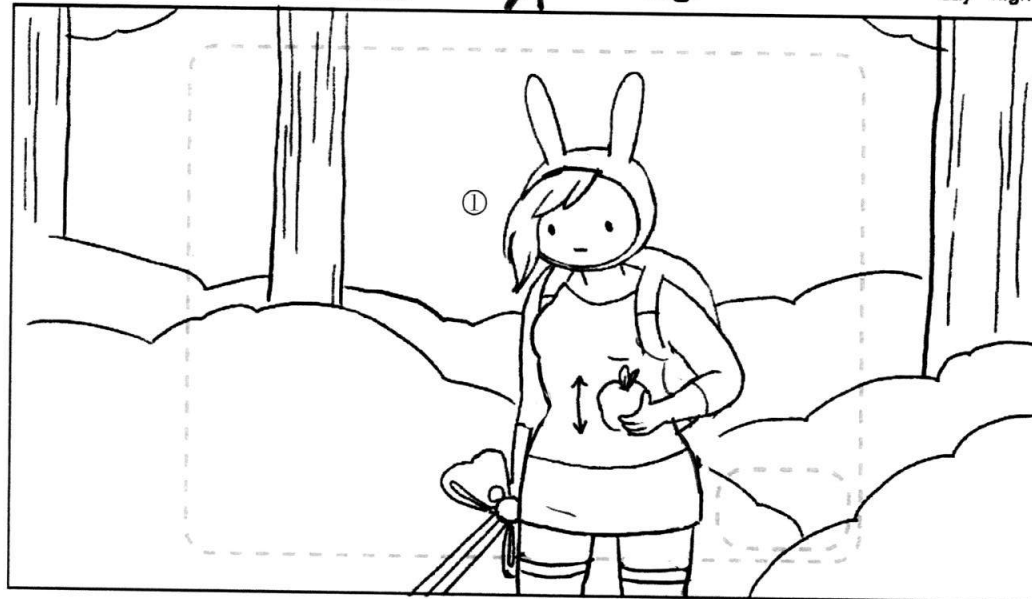
Sc. 84

Pnl.

*A*

Bg.

day night



Dialog:

LSP / BUT ADMIRING WHAT'S INSIDE OF ME!

Action:

*F* WIPING APPLE ON SHIRT

*Cycle (A)/(AD)*

Timing:

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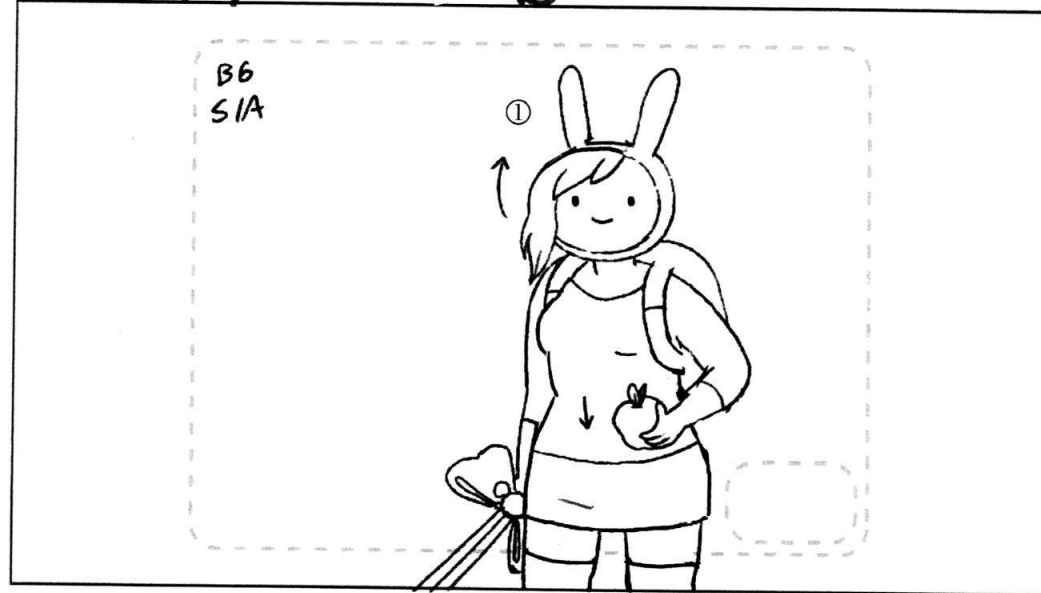


Sc. 84 *cont*

Pnl. *B*

Bg.

day night

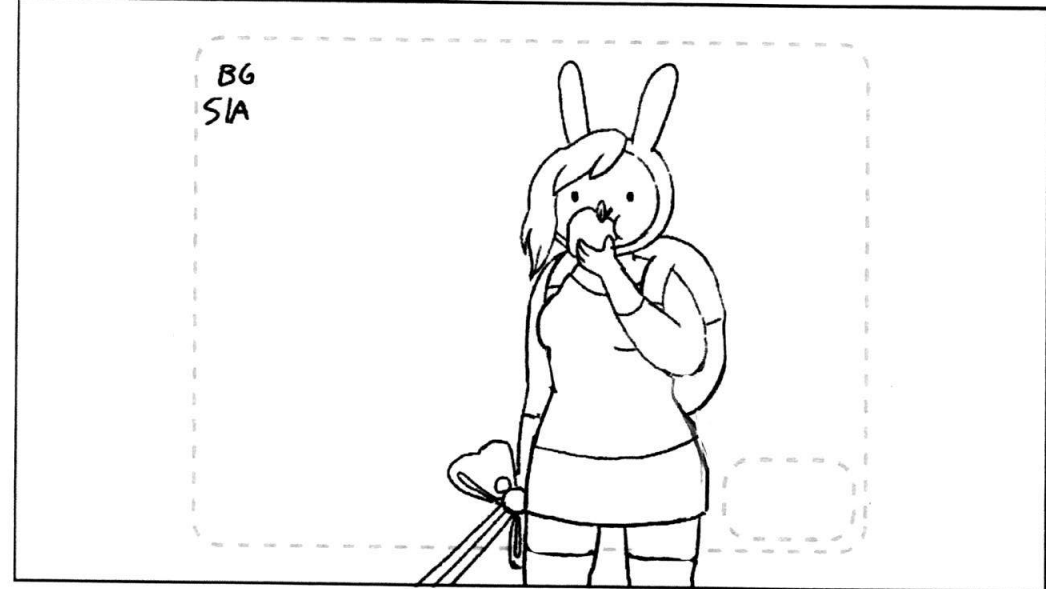


Sc. 84 *cont*

Pnl. *C*

Bg.

day night



*Cut*

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Production :

Dialog:

F/ HM?

Action:

Timing:



Sfx/ \* CRUNCH \*

F BITES APPLE

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Cut

# ADVENTURE TIME



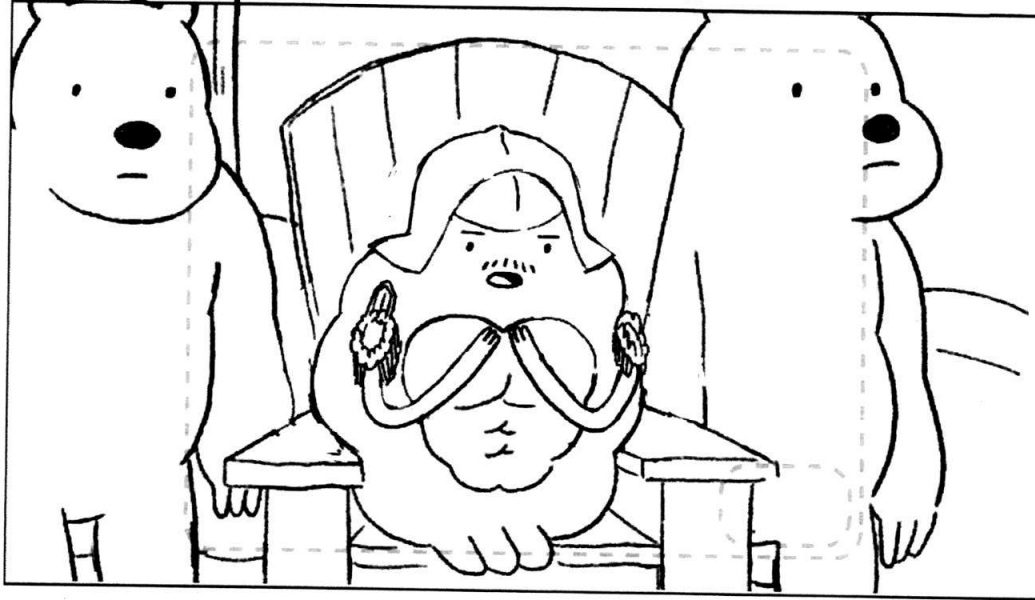
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Sc. 85

Pnl. A

Bg.

day night

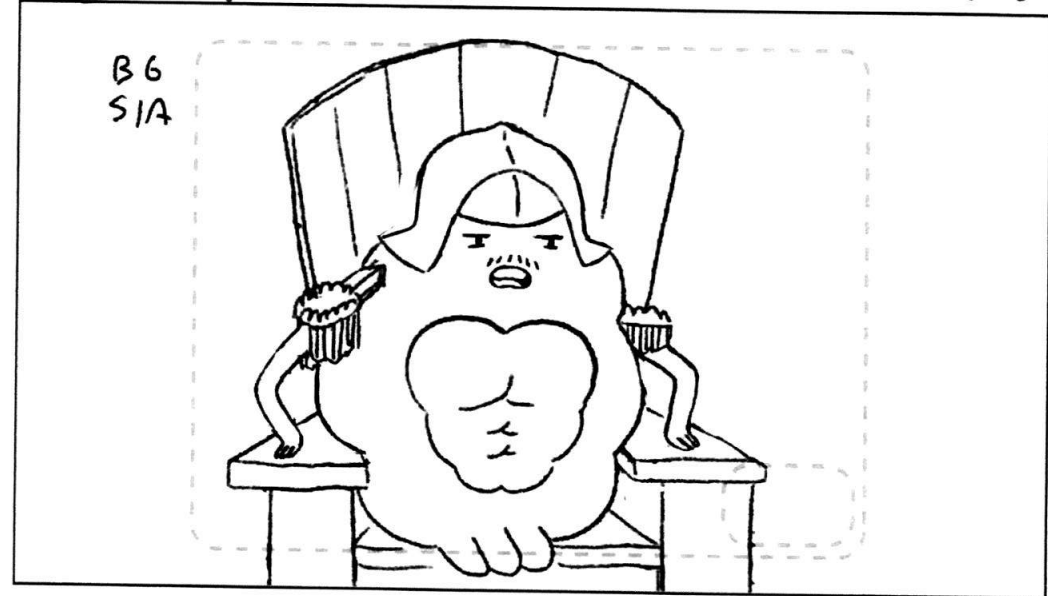


Sc. 85 *CONT*

Pnl. B

Bg.

day night



Dialog:

LSP/ IS THIS REALLY HAPPENING?

Action:

Timing:

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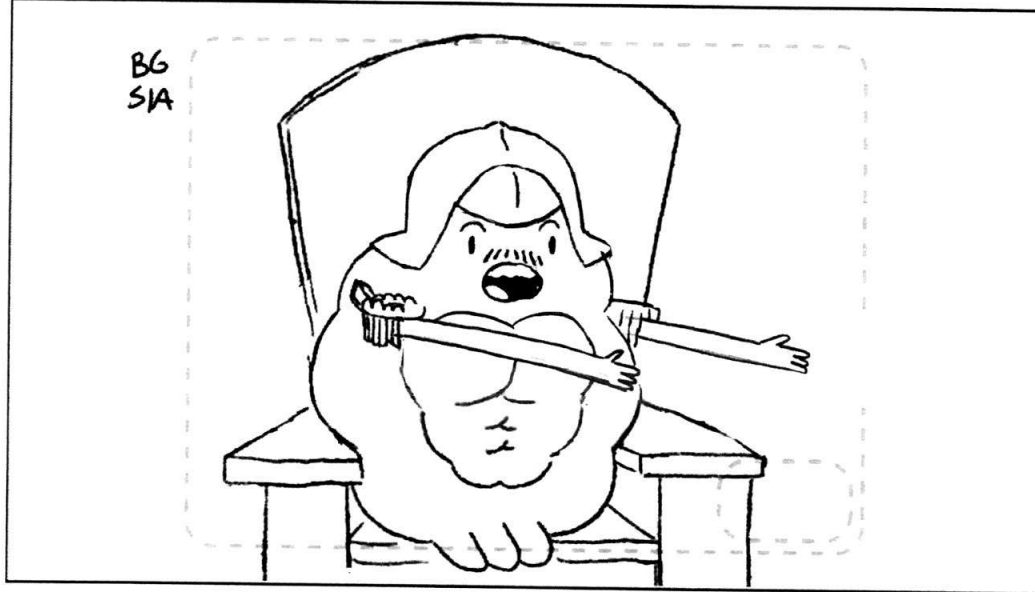
Page 128

Sc. 85 *cont*

Pnl. C

Bg.

day night

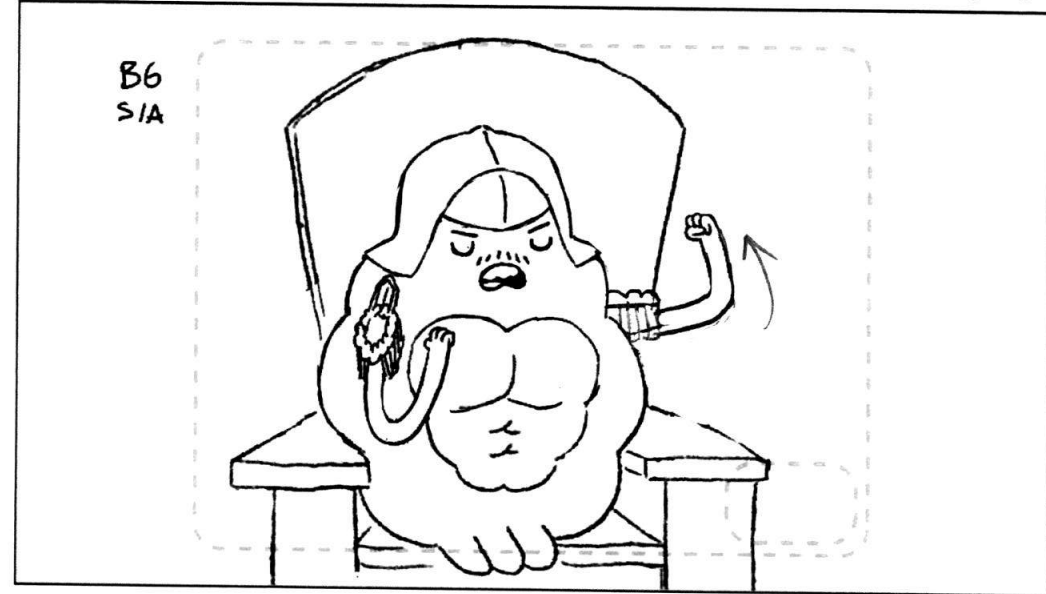


Sc. 85 *cont*

Pnl. D

Bg.

day night



Dialog:

LSP/ YOUR CLOTHES ARE SO RAGGEDY AND SOILED !

LSP/ AND YET

Action:

- LSP CLENCHES HIS FISTS

Timing:

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Production :

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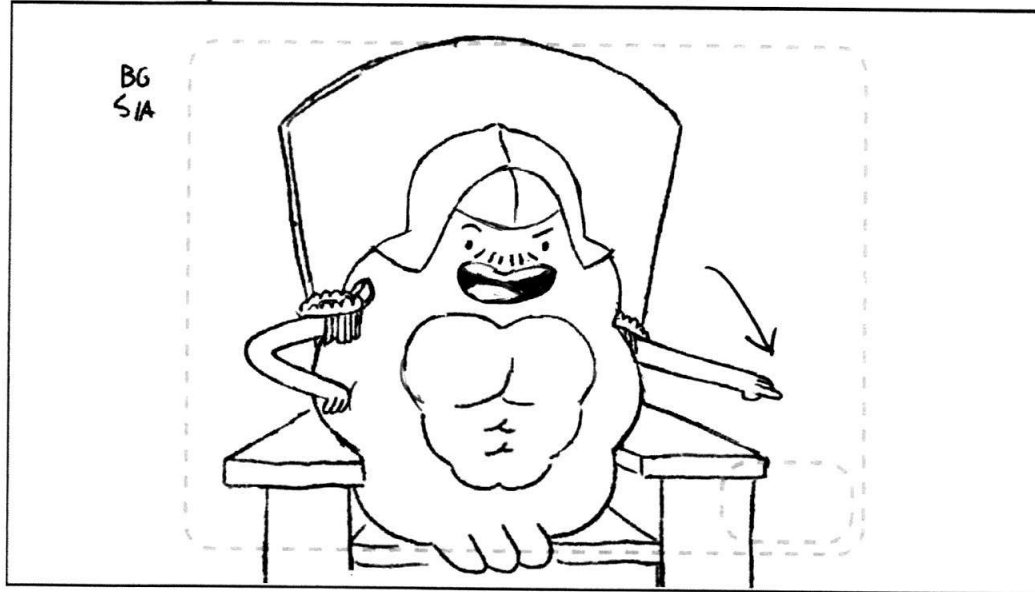
Page 129

Sc. 85 *cont*

Pnl. *E*

Bg.

day night

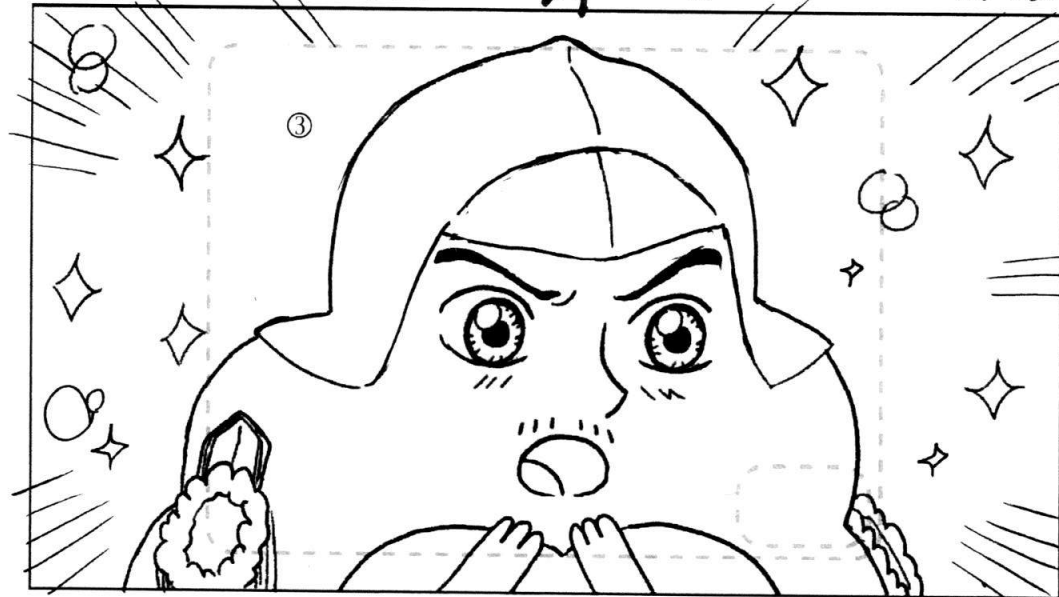


Sc. 86

Pnl. *A*

Bg.

day night



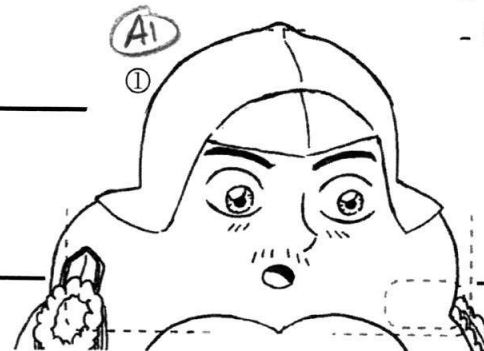
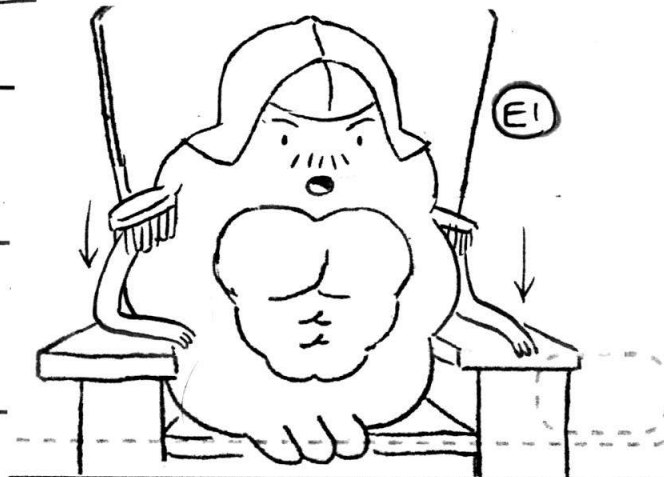
Dialog:

*LSP/ YOU USE THEM AS A NAPKIN!?*

LSP/ You care not about your personal appearance  
nor about your hygiene.

Action:

Timing:



- LSP'S EYES TREMBLE  
- SPARKLY BG

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Production :

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HW  
Curt

# ADVENTURE TIME



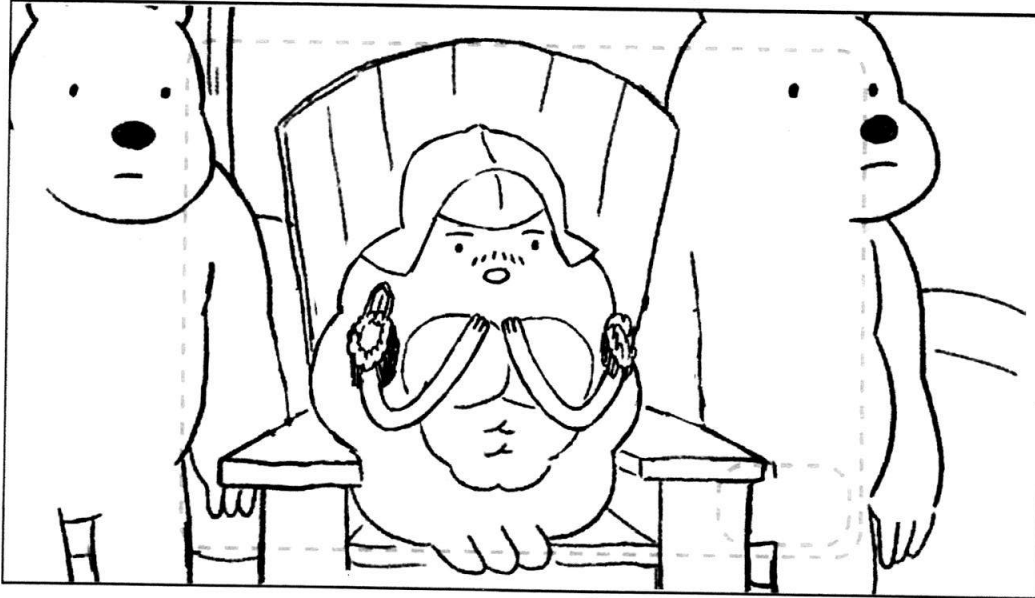
Page 130

Sc. 87

Pnl. A

Bg.

day night

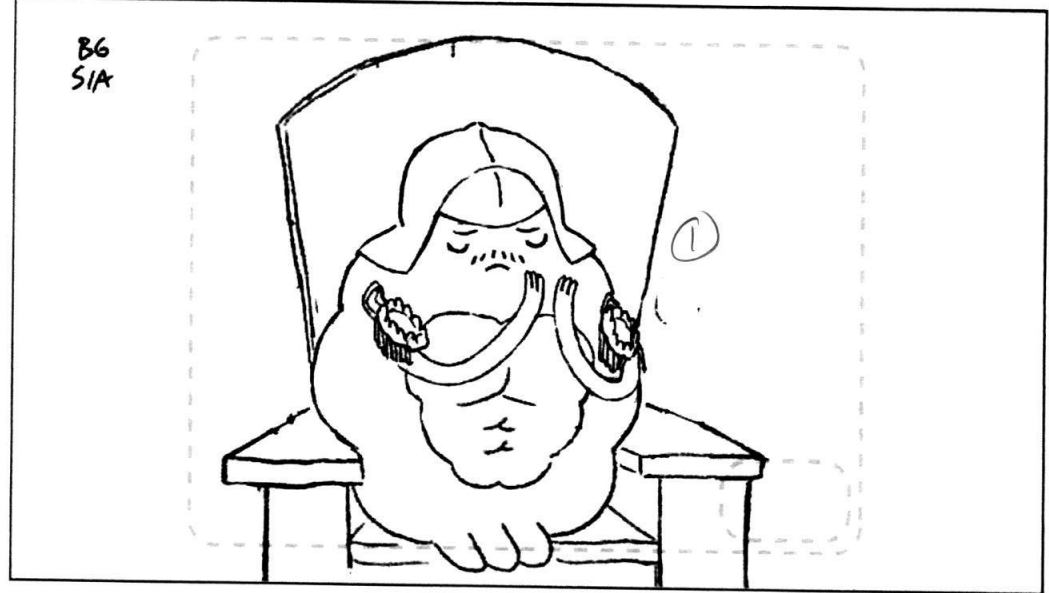


Sc. 87 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

SFX/ \* CLAP CLAP \*

- LSP CLAPS TWICE QUICKLY.



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Production :

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# ADVENTURE TIME



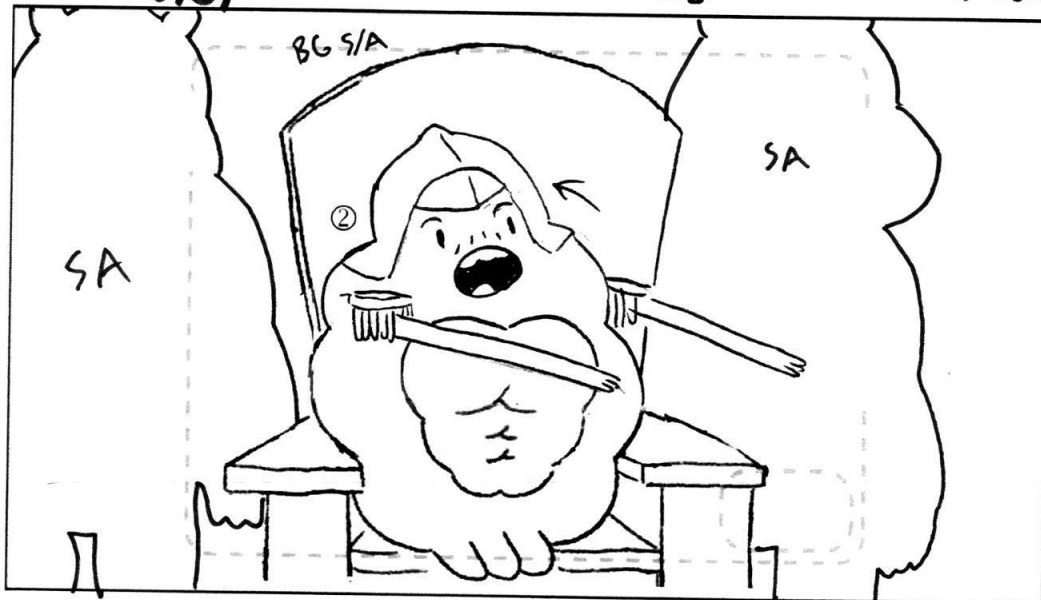
Page 131

Sc. 87 *CONT*

Pnl. C

Bg.

day night

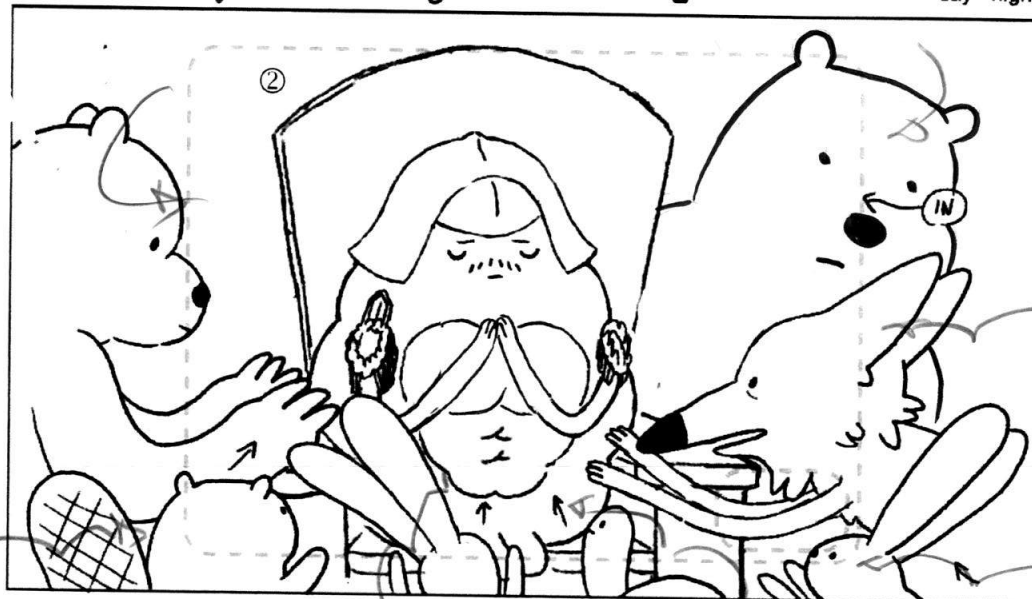


Sc. 87 *CONT*

Pnl. D

Bg.

day night

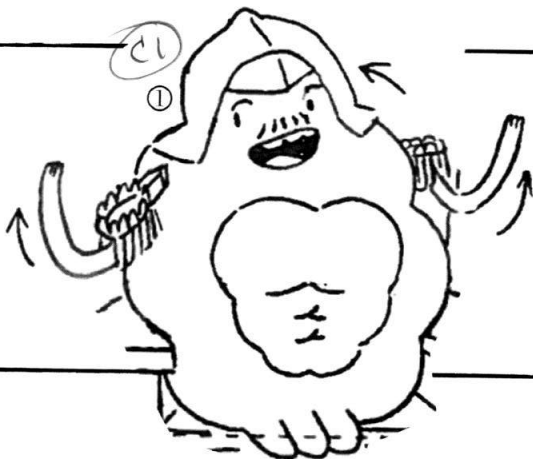


Dialog:

LSP/ Dress me in the fashion of this peasant.

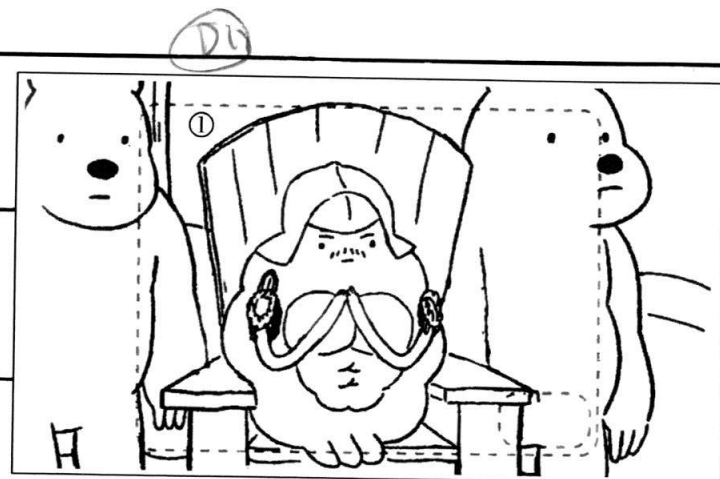
JAN 4 2014

Action:



- LSP STEEPLES  
HIS FINGERS.  
- ANIMALS ENTER

Timing:



Production :

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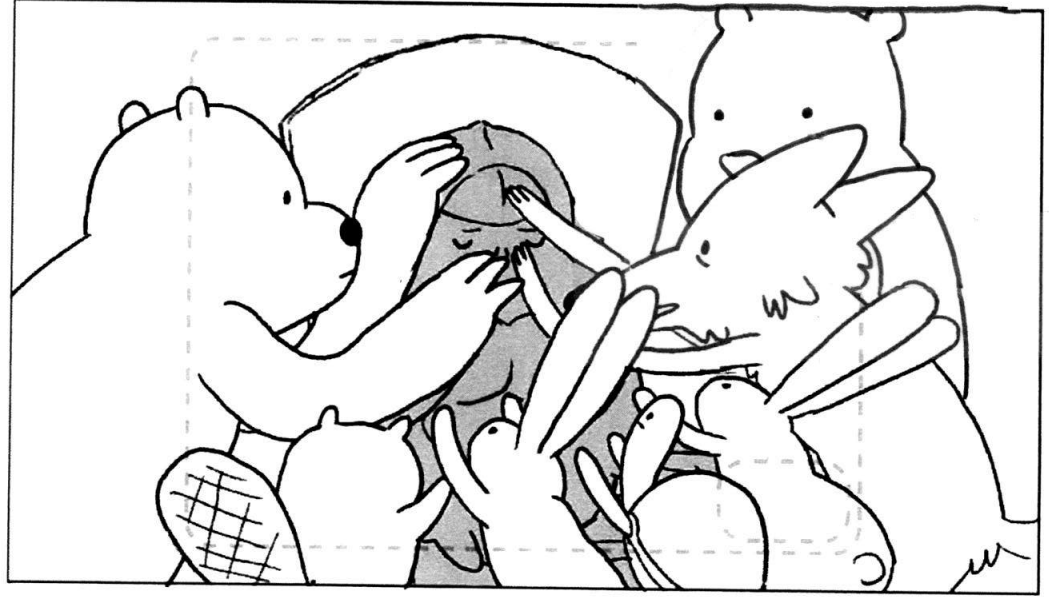
1025/167

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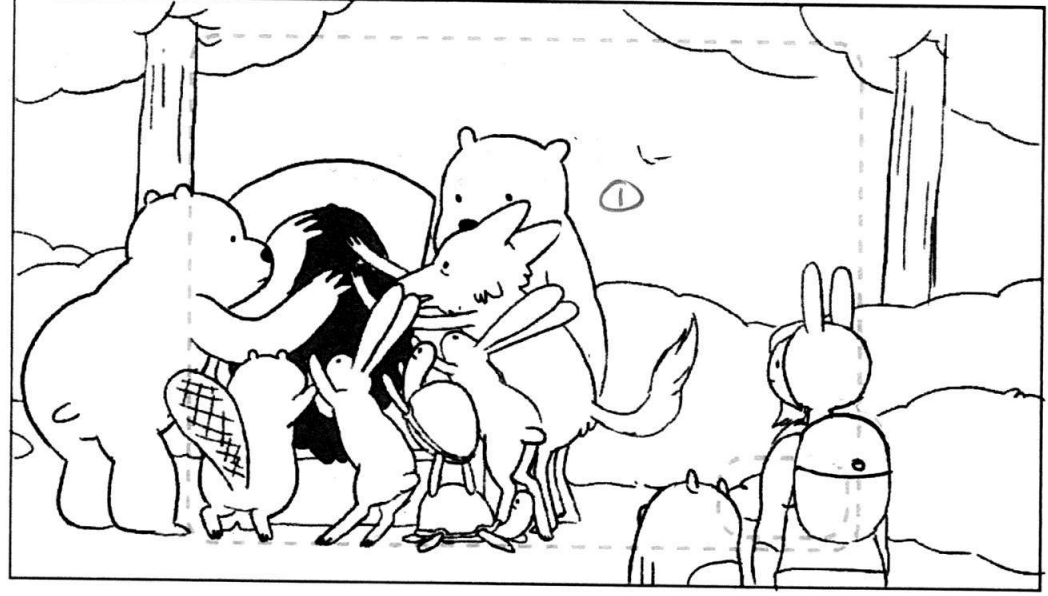
# ADVENTURE TIME



Sc. 87 *CONT* Pnl. € Bq. day night



Sc. 88 Pnl. A Bq. day night



Page 132  
*132A NEXT*

Dialog:

SFX: \* RUSTLING \*

Action:

- ANIMALS START RE-ARRANGING/ SWAPPING LSP'S CLOTHING.

Timing:



Cycle (A1) (A2) ARM Action

- CYCLE



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# ADVENTURE TIME

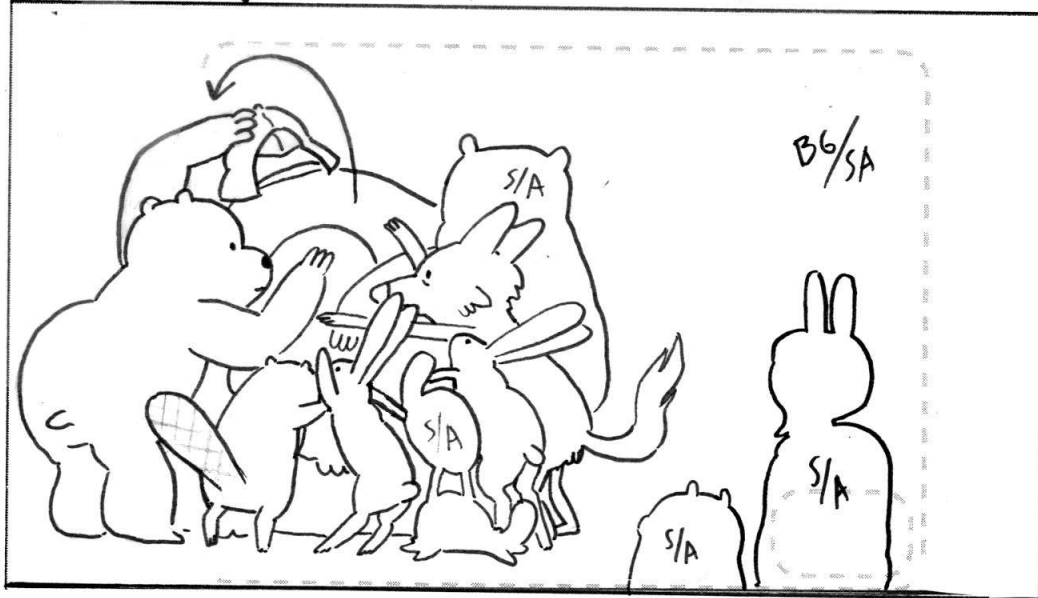


Sc. 88 *cont*

Pnl. B

Bg.

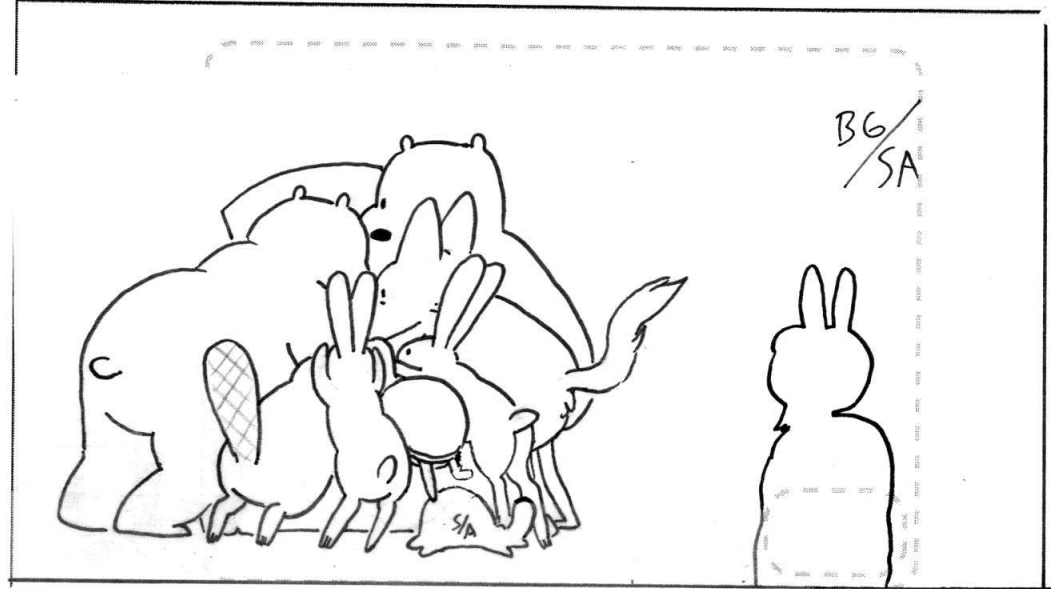
day night



Sc. 88 *cont*

Pnl. C

Bg.



Page 132A

day night

*Cut*

Dialog:

Action:

Timing:

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Production :

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Ho  
Cut

ADVENTURE TIME

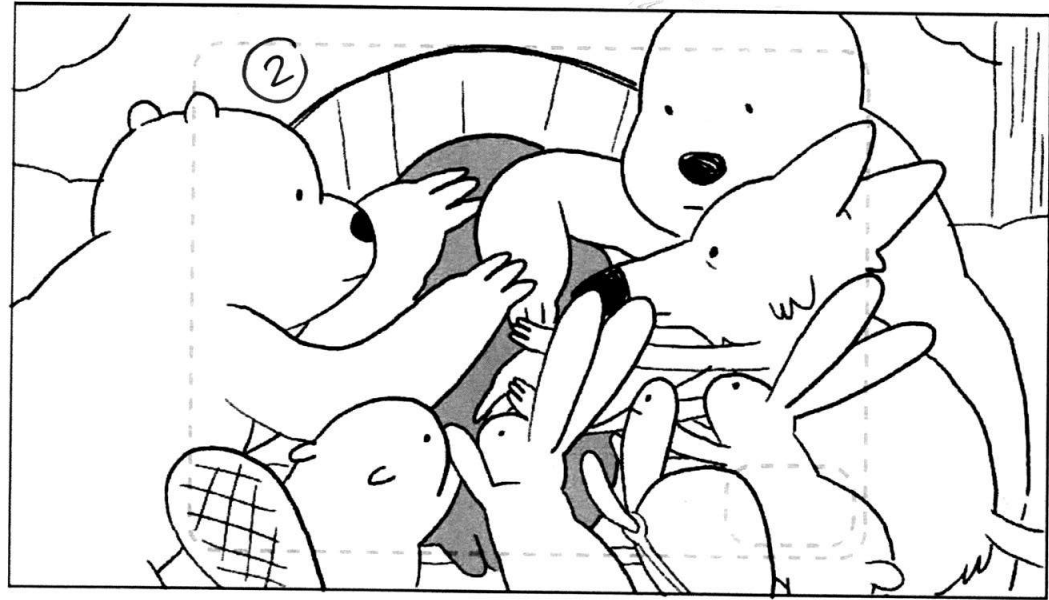


Sc. 89

Pnl. A

Bg.

day night

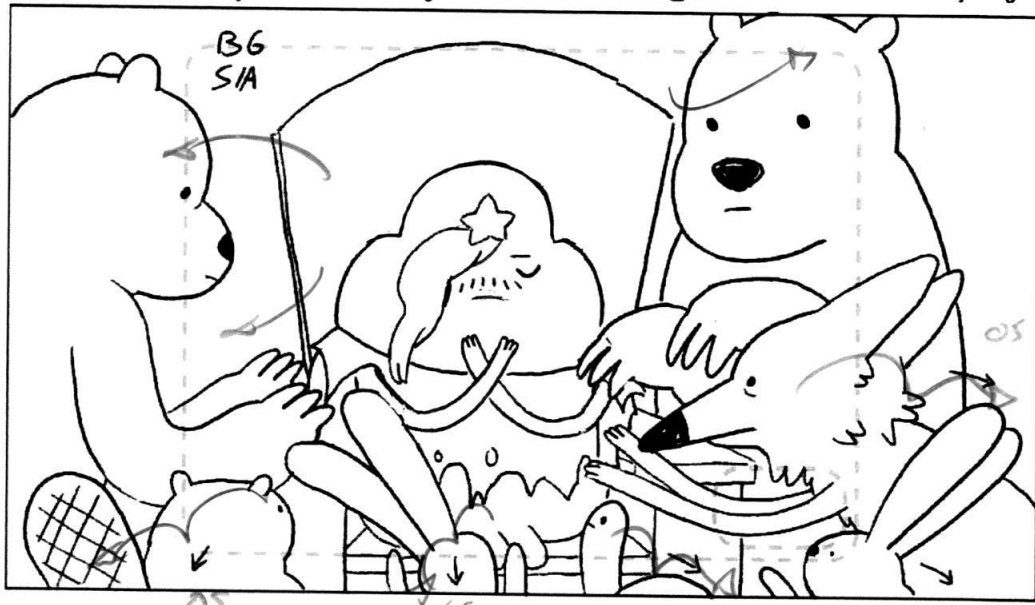


Sc. 89 cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



ANIMALS EXIT

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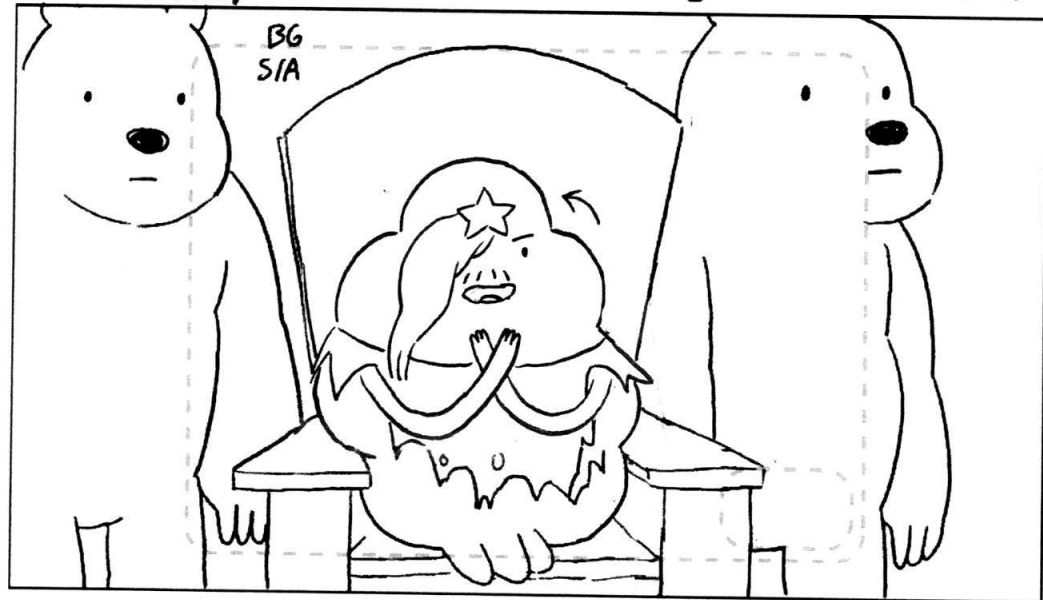


Sc. 89 *cont*

Pnl. C

Bg.

day night

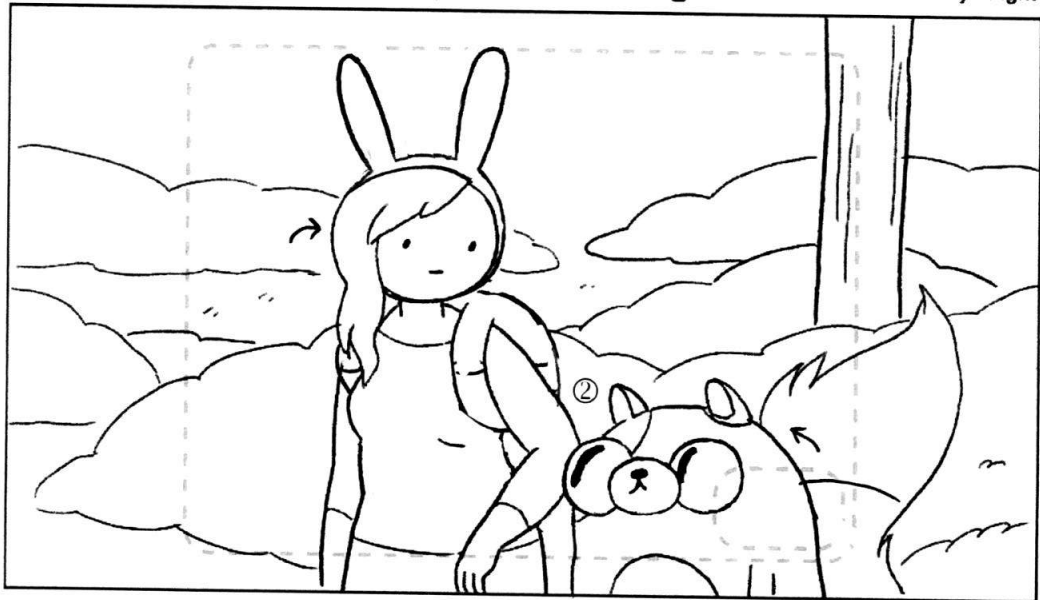


Sc. 90

Pnl. A

Bg.

day night



Dialog:

F/ I HAVE MUCH TO LEARN FROM YOU, FIONNA THE HUMAN.

Cake/ How'd he know your name?

Action:

(1)

- F + C LOOK  
AT EACH OTHER  
(BEAT)

Timing:



①



③

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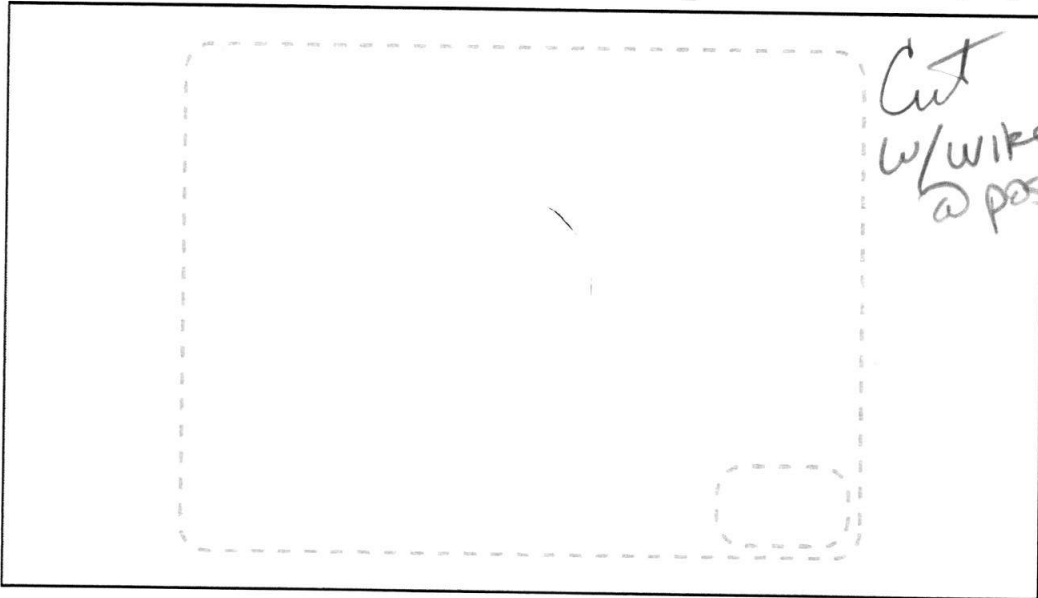
HO  
CUT

Sc.

Pnl.

Bg.

day night

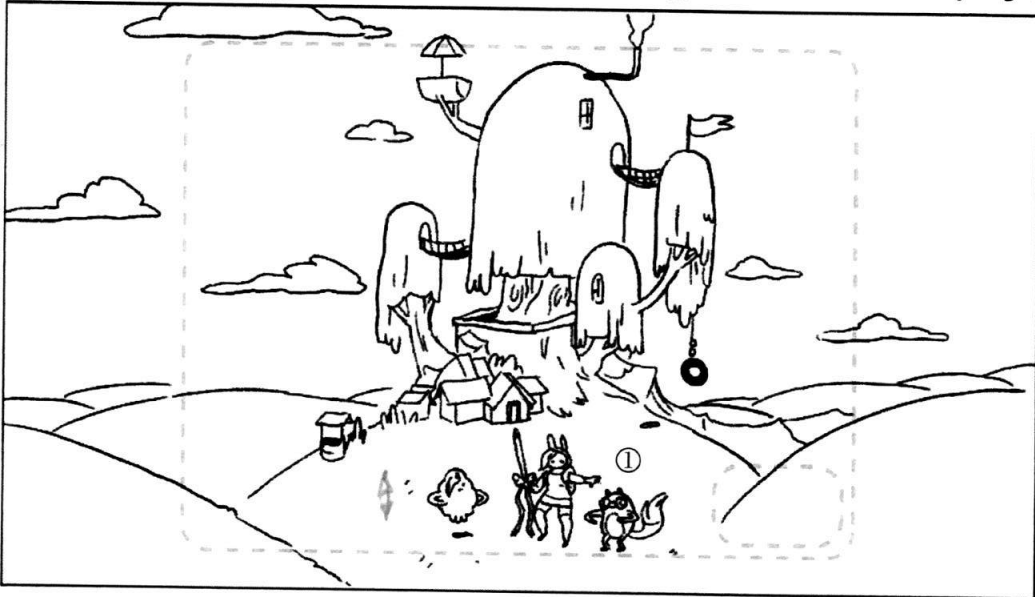


Sc. q1

Pnl. A

Bg.

day night



Dialog:

F: [GRUNT]

SFX: WHOOSH - WHOOSH!

Action:

Timing:



- FIONNA SWORD PRACTICING

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# ADVENTURE TIME



to cut

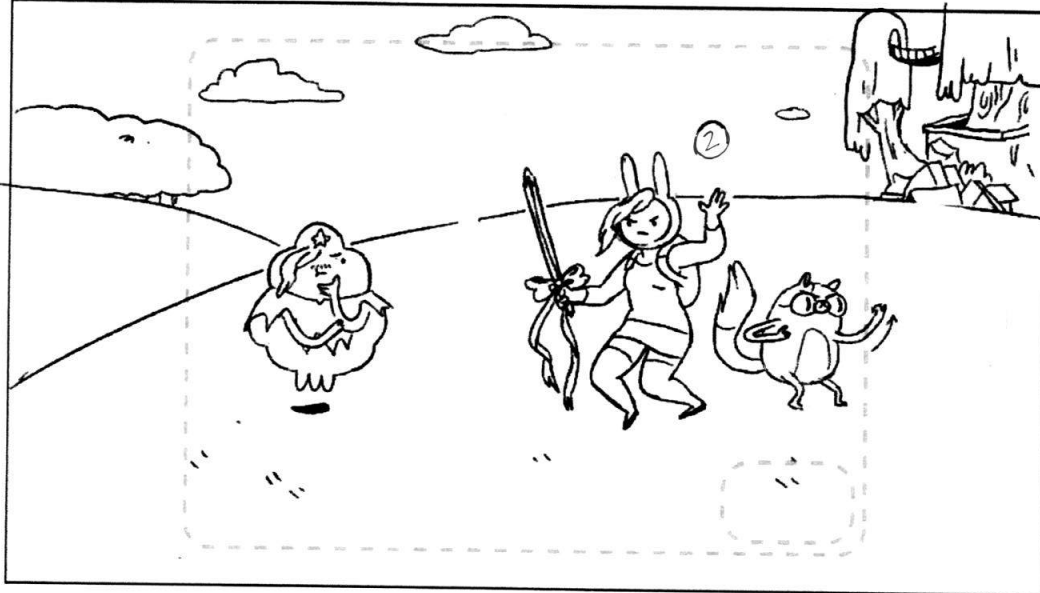
Page 136

Sc. 92

Pnl. A

Bg.

day night

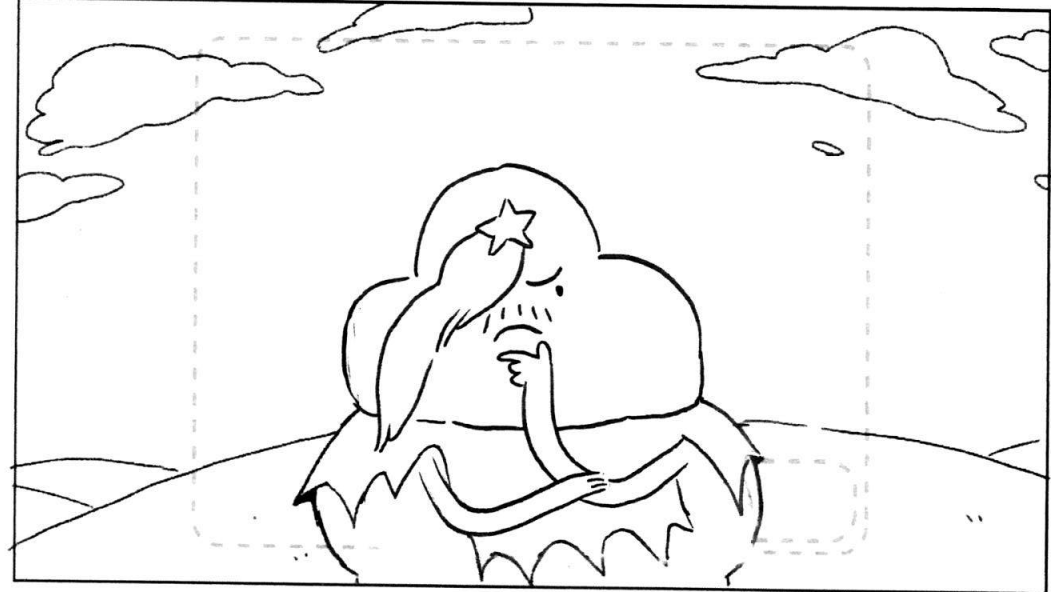


Sc. 93

Pnl. A

Bg.

day night



Dialog:

E: HUA! HUA!

Action:

- CAKE PRACTICE-FIGHTING

Timing:



LSP: HMM...

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to cut

# ADVENTURE TIME



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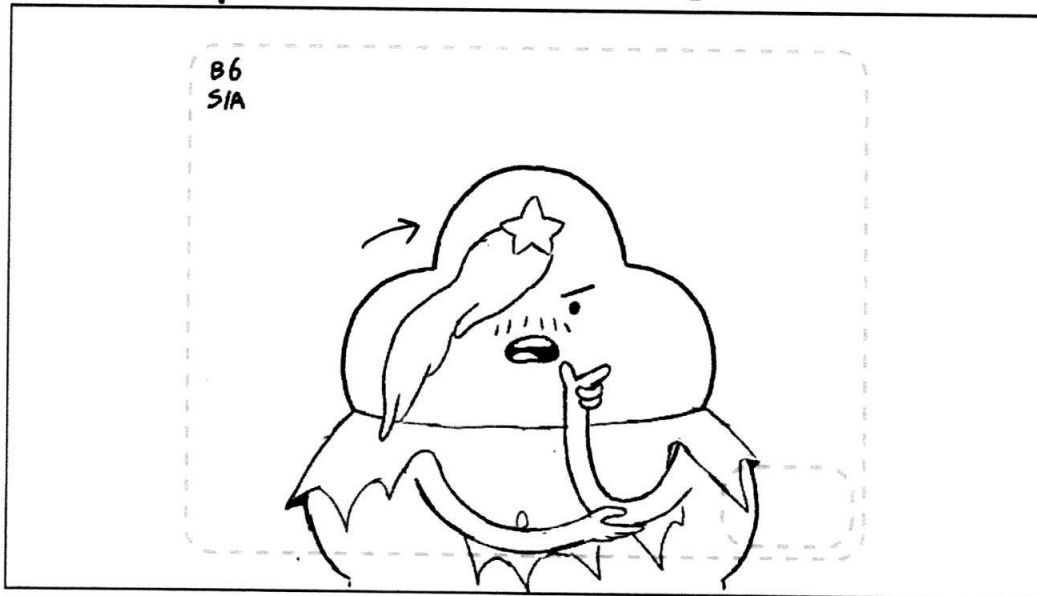
Handwritten: Hu cut

Sc. 43 *cont*

Pnl. B

Bg.

day night

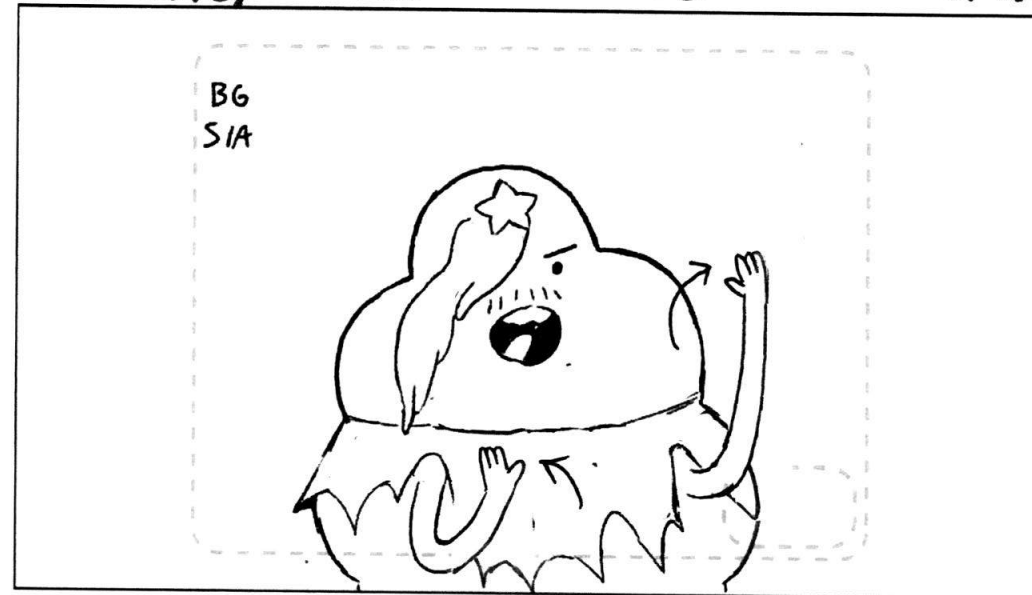


Sc. 43 *cont*

Pnl. C

Bg.

day night



Dialog:

LSP / YOUR MOVEMENTS ARE SO -

LSP / SO FREE!

Action:

Timing:

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Production :

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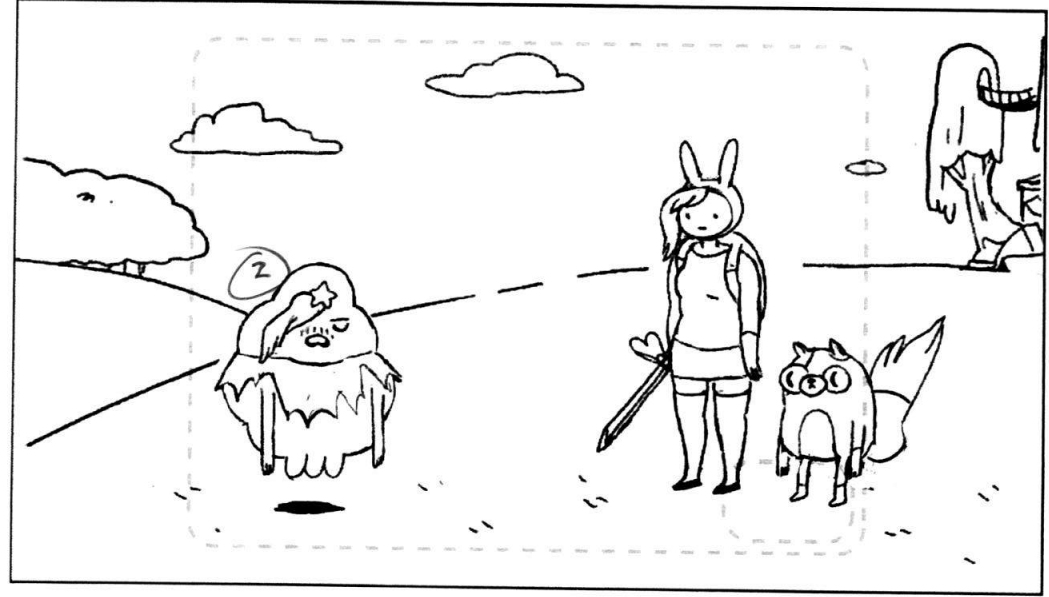
Hu  
Cut

# ADVENTURE TIME

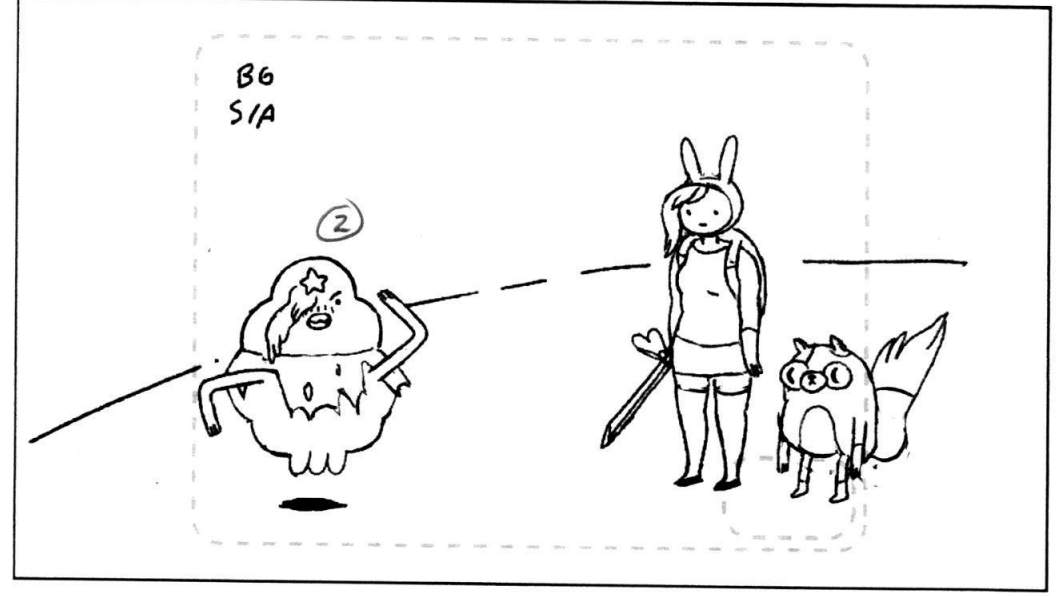


Hu  
Cut

Sc. 94 Pnl. A Bg. day night



Sc. 94 *cont* Pnl. B Bg. day night



Dialog:	
<u>LSP</u> / MY PARENTS ONLY WANT ME TO FLY LIKE A PROPER MONSTER -	
<u>LSP</u> / STIFF AND RIGID.	
Action:	
Timing:	
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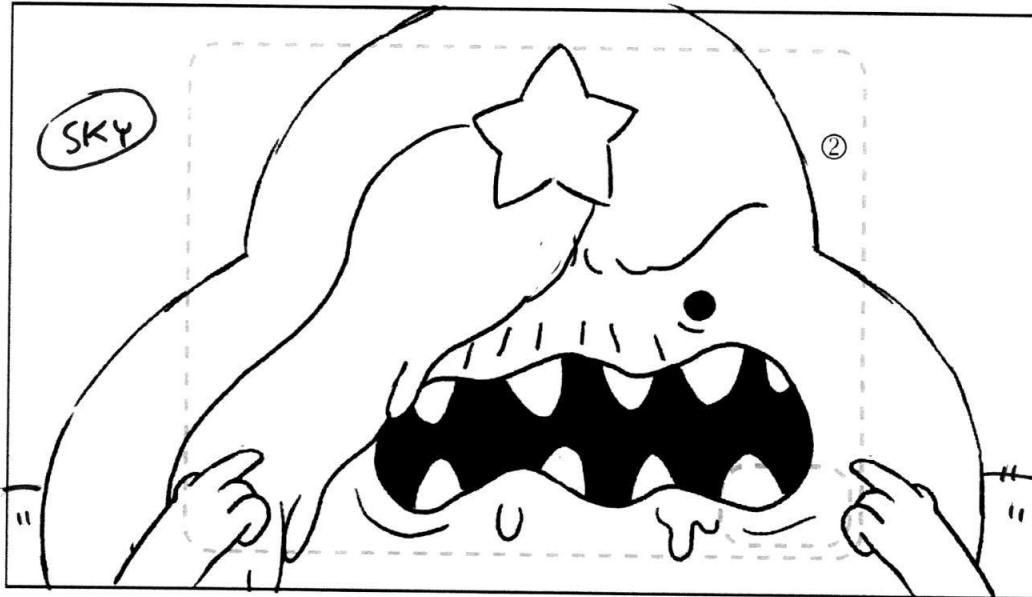
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Sc. 95

Pnl. A

Bg.

day night

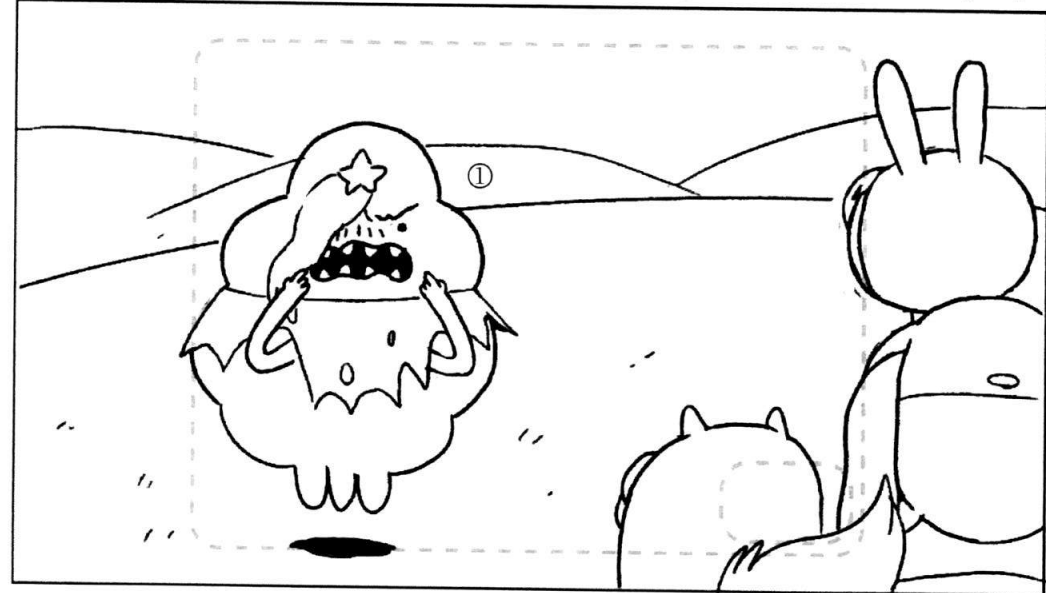


Sc. 96

Pnl. A

Bg.

day night



Dialog:

LSP / WITH A SHARP-TOOTHED SCOWL PERMANENTLY IN PLACE.

Action:

Timing:



LSP / BUT -

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# ADVENTURE TIME

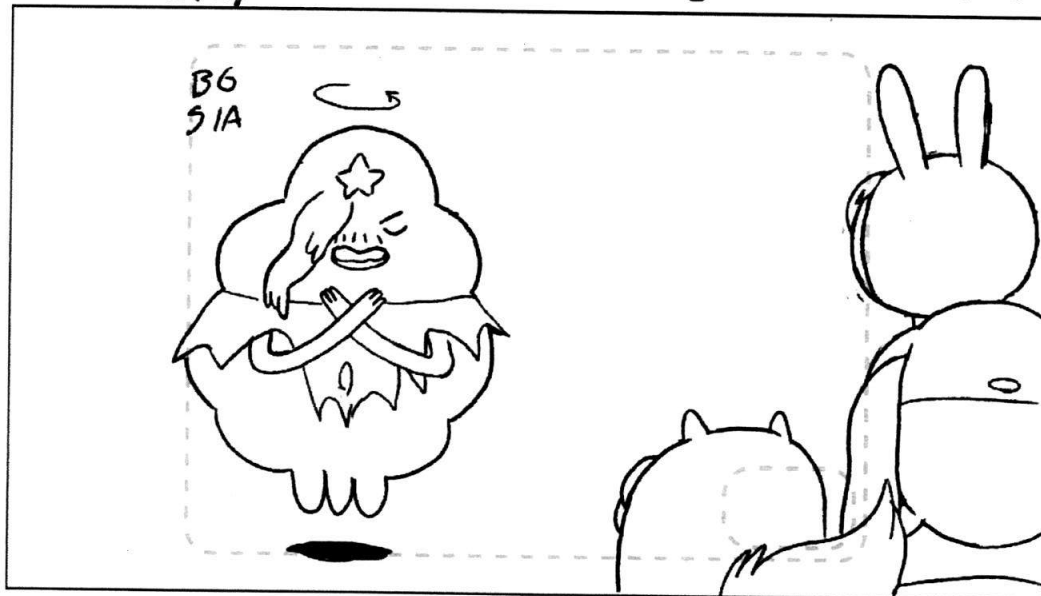


Sc. 96 *CONT*

Pnl. B

Bg.

day night



Sc. 96 *CONT*

Pnl. C

Bg.

day night



Dialog:

LSP / NOW I SEE A NEW WAY TO MOVE ...

LSP / DANCE WITH ME

Action:

LSP TWIRLS  
(A, B, C, D, A)

Timing:



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*Hu cut*

HU  
cut

# ADVENTURE TIME



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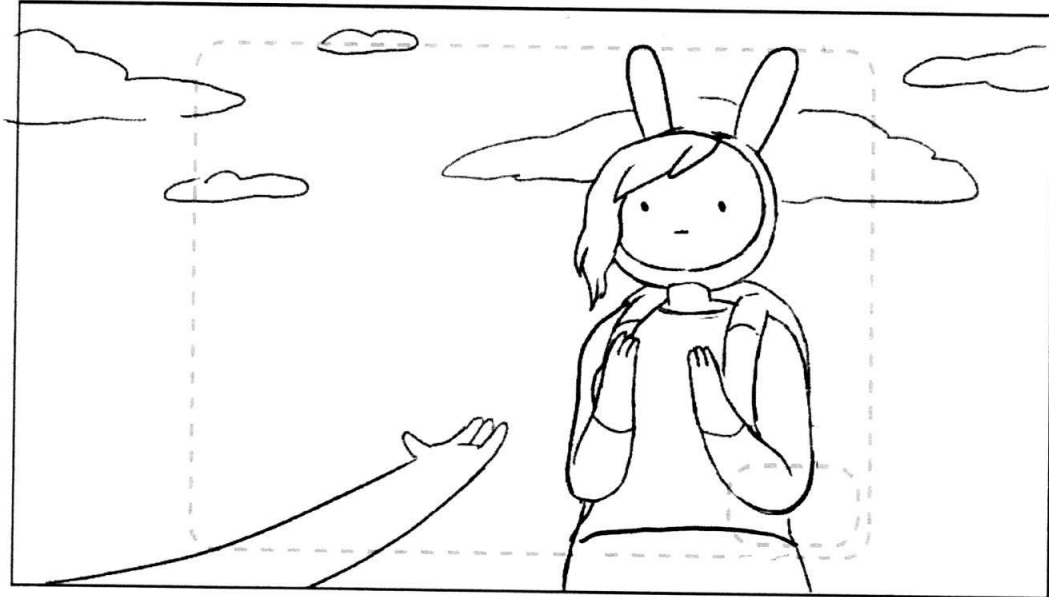
HU  
cut

Sc. 97

Pnl. A

Bg.

day night

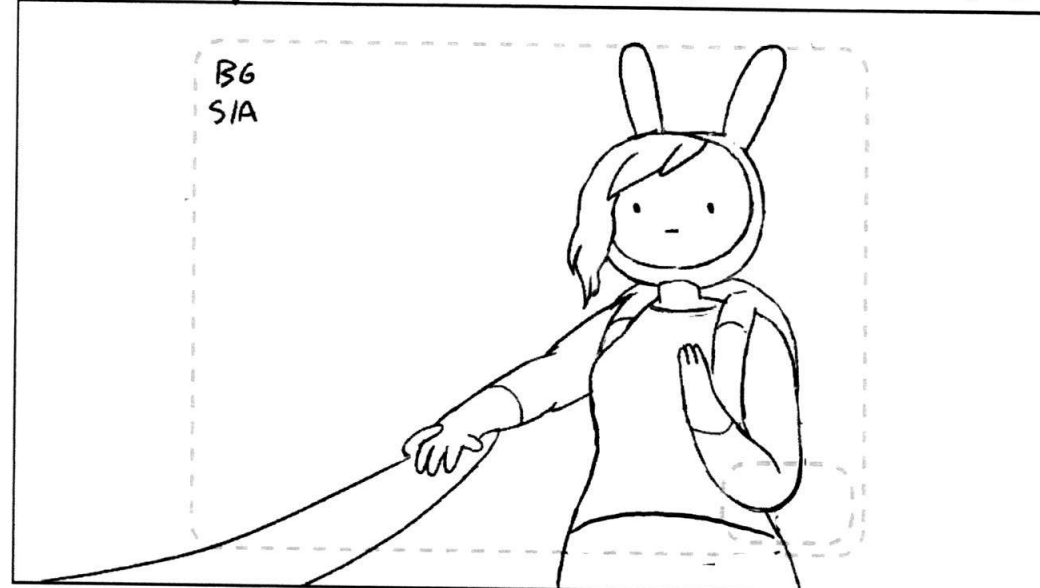


Sc. 97 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

- FIONNA TAKES LSP'S HAND

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Timing:

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Handwritten initials "HJ" and "CWT" in the top left corner.

# ADVENTURE TIME

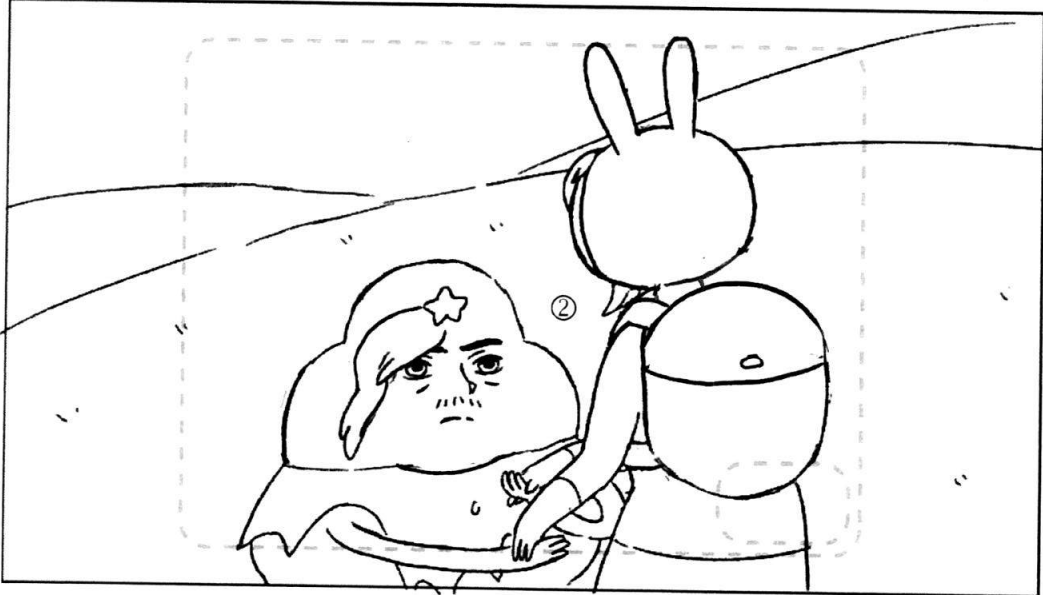


Sc. 98

Pnl. A

Bg.

day night

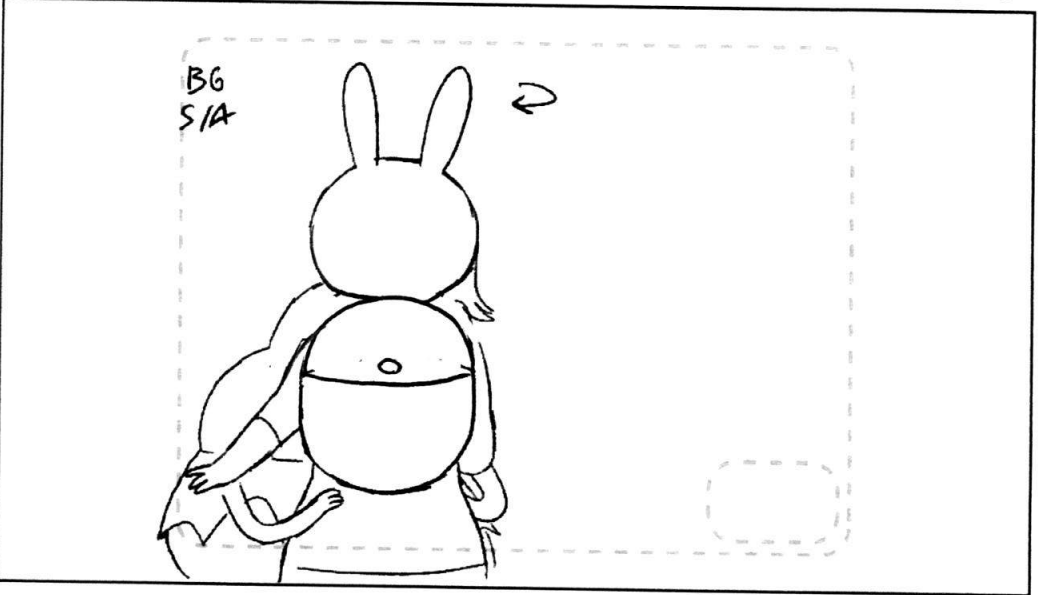


Sc. 98 *cont*

Pnl. B

Bg.

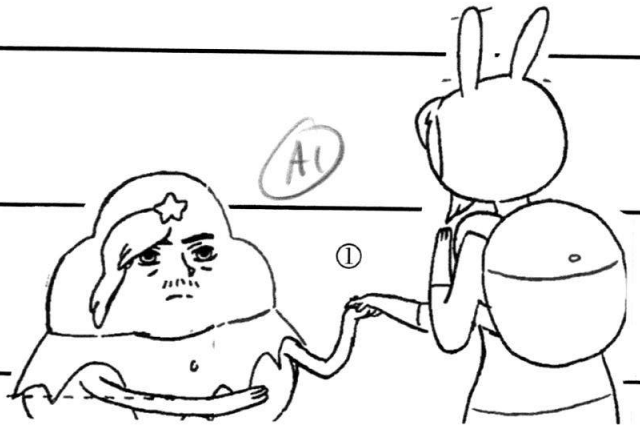
day night



Dialog:

Action:

Timing:



- LSP SPINS WITH FIONNA

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Production :

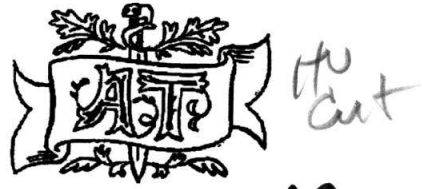
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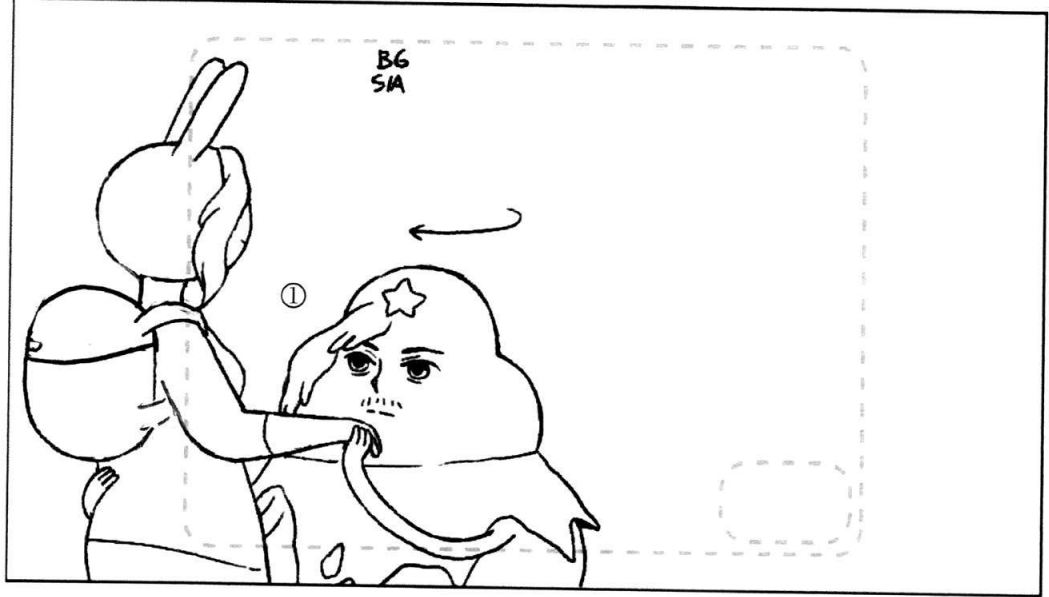
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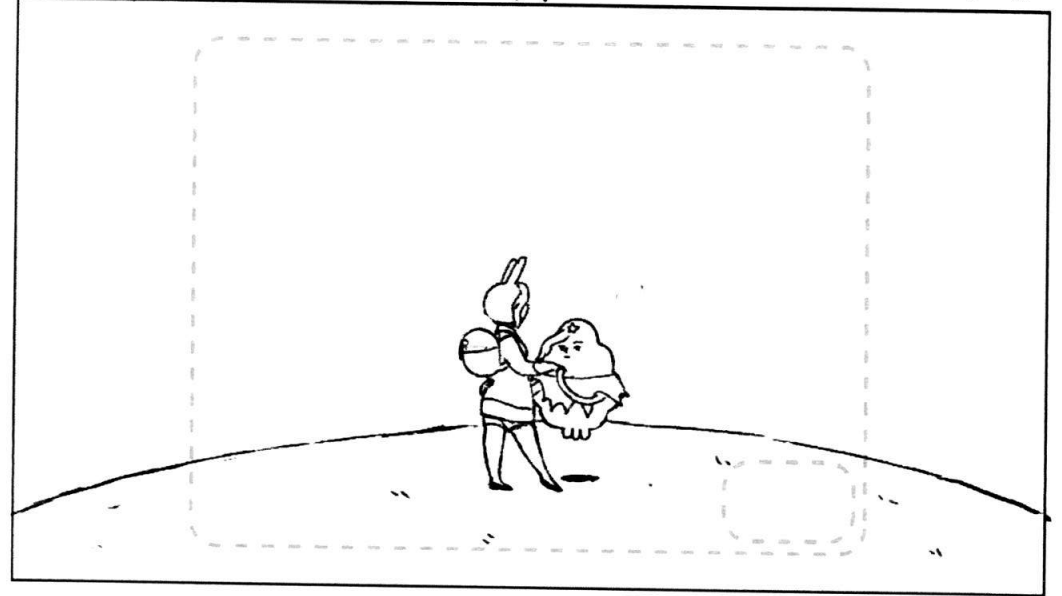
ADVENTURE TIME



Sc. 98 *CONT* Pnl. *C* Bg. day night



Sc. *99* Pnl. *A* Bg. day night



Dialog:

SFX:    ♪ ROMANTIC MUSIC ♪ —————

Action:

LSP TWIRLS F OFF /S

Timing:



FELSP DANCING



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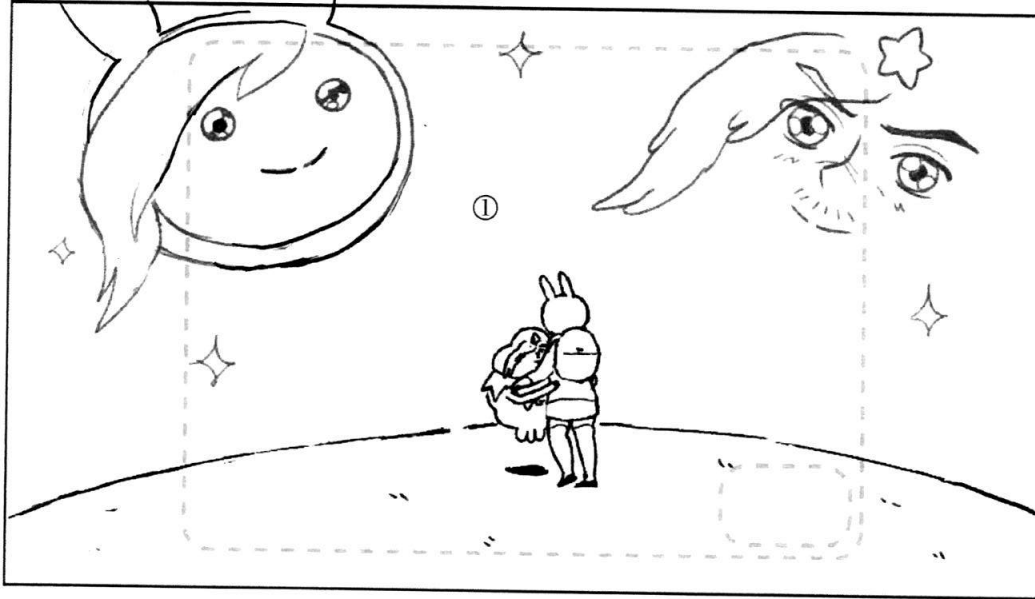


Sc. 99 *cont*

Pnl. *B*

Bg.

day night

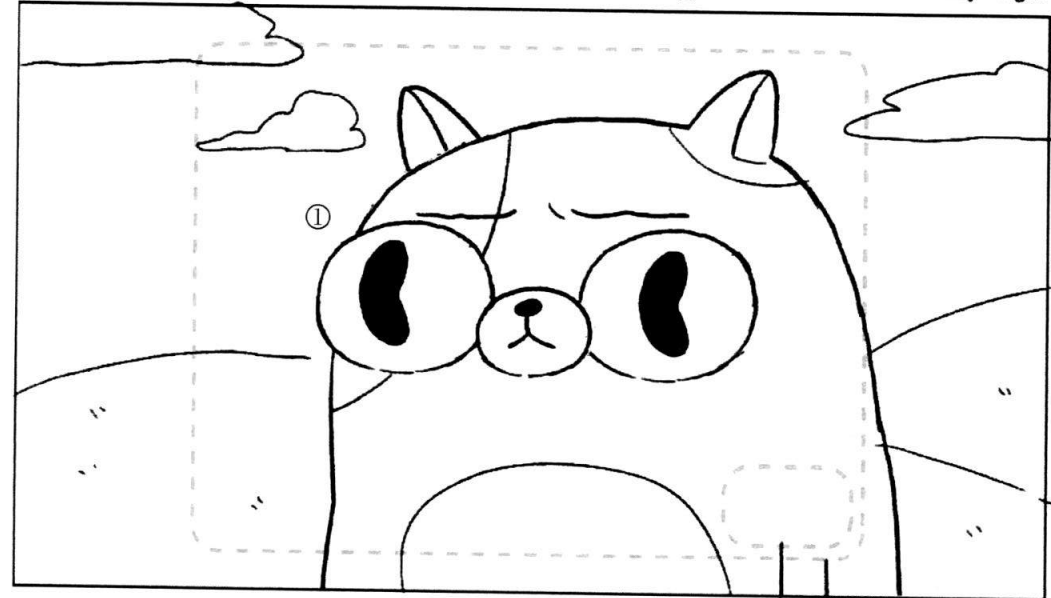


Sc. 100

Pnl. A

Bg.

day night



Dialog:

Cake/ Yall seeing those big floaty faces?

*A2*

Action: - F's + LSP'S FACES APPEAR IN THE SKY.

- F + LSP CONTINUE DANCING

*(B1)*

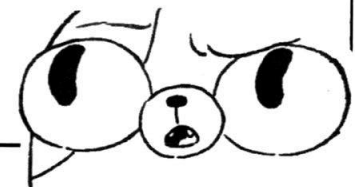
Timing:



*(A1)*

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*(A2)*



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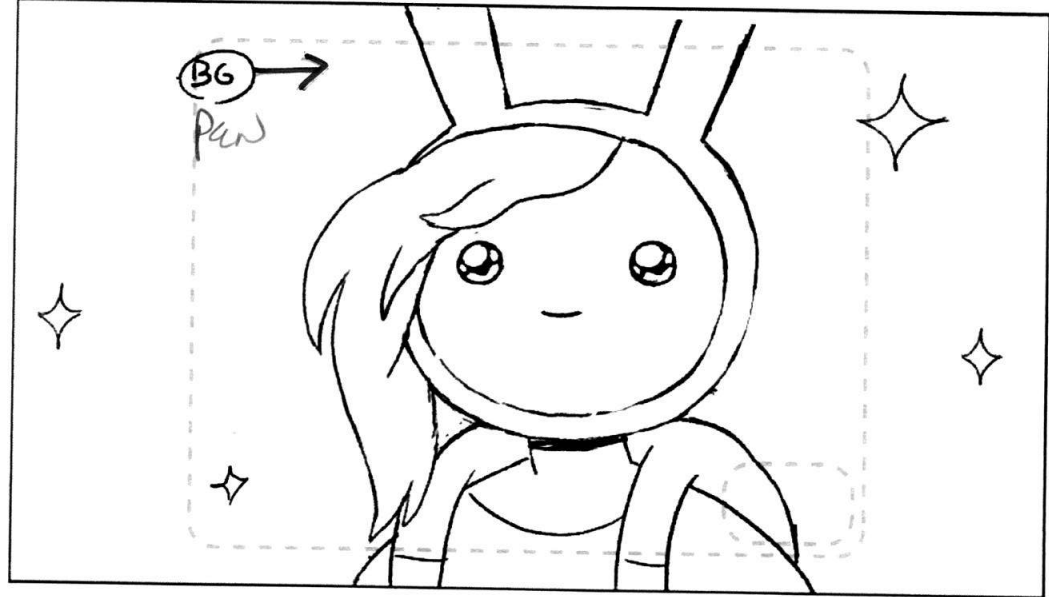
Cut

# ADVENTURE TIME



HW  
Cut

Sc. 101 Pnl. A Bg. day night



Sc. 101 CONT Pnl. B Bg. day night



Dialog:	(ENTRANCED) F: PREEETTY ...
Action:	
Timing:	JAN 23 2014

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HU  
Cut

# ADVENTURE TIME



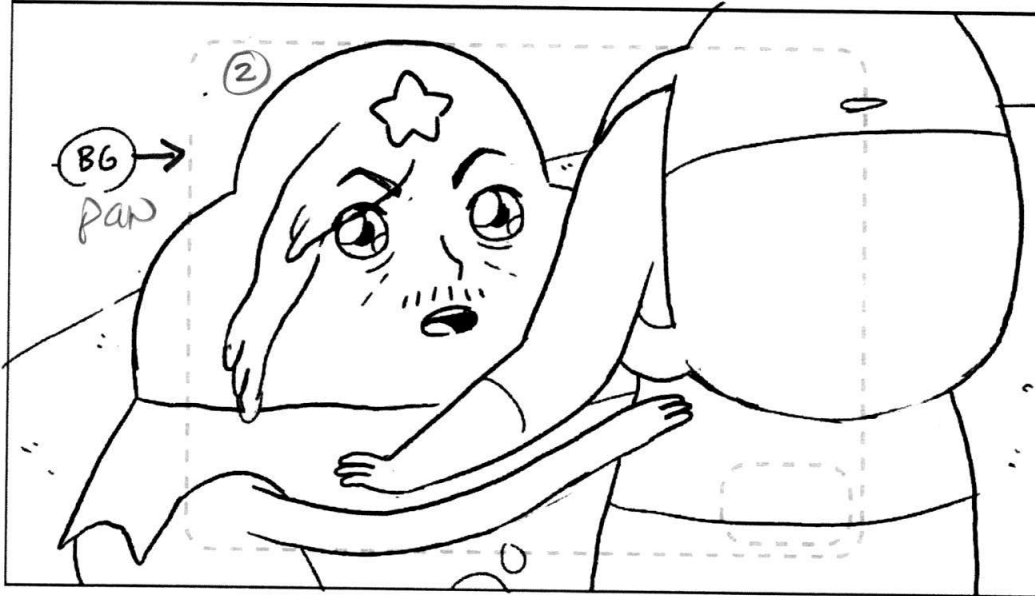
Page 146

Sc. 102

Pnl. A

Bg.

day night



Sc. 102 *CONT*

Pnl. B

Bg.

day night



Dialog:

LSP / GASP —

LSP : [ STRAINING ]

Action:



Timing:

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Production :

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# ADVENTURE TIME



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Sc. 102 *cont*

Pnl. C

Bg.

day night

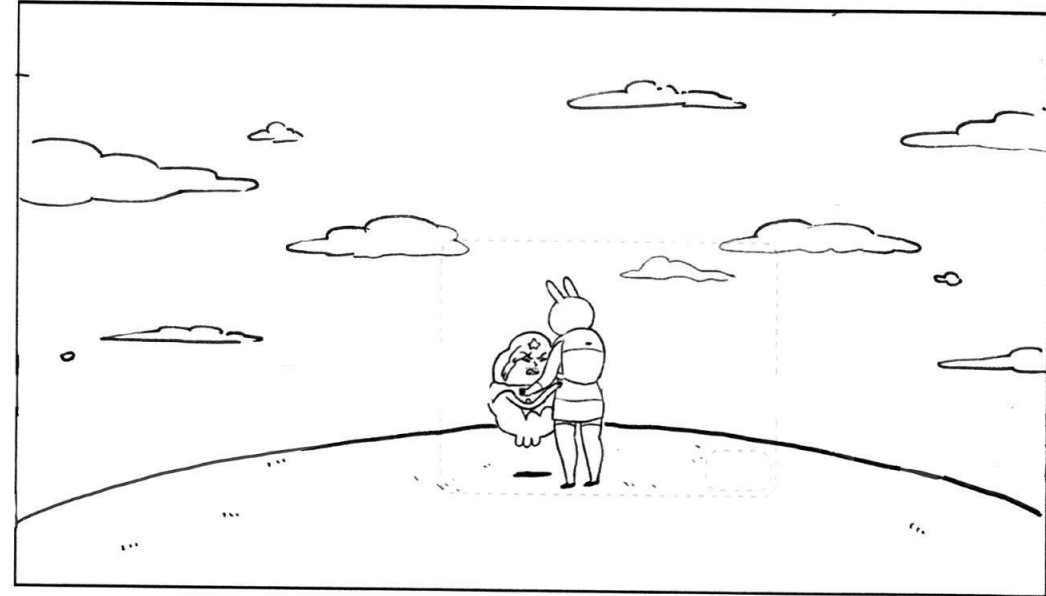


Sc. 103

Pnl. A

Bg.

day night



Dialog:

LSP / NO...

Action:

Timing:

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Production :

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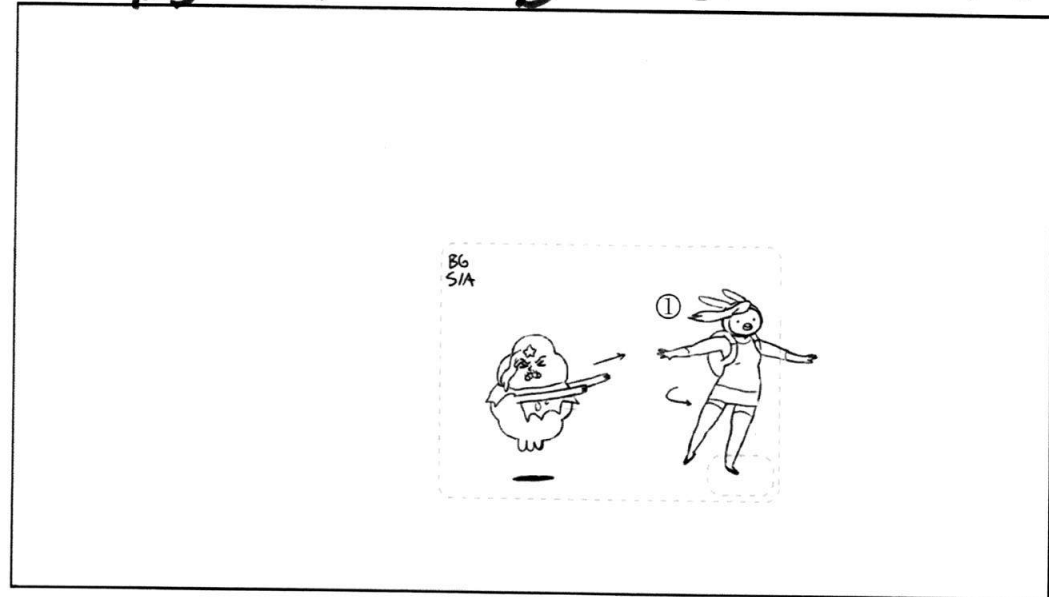
1025/167

ADVENTURE TIME



Sc. 103 CONT Pnl. B Bg.

day night



Sc. 104 Pnl. A Bg.

day night



Dialog:

LSP: RELEASE!

Action:

LSP QUICKLY SPINS F AWAY

Timing:



LSP/ (HEAVY BREATHING)



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# ADVENTURE TIME



HO  
cut

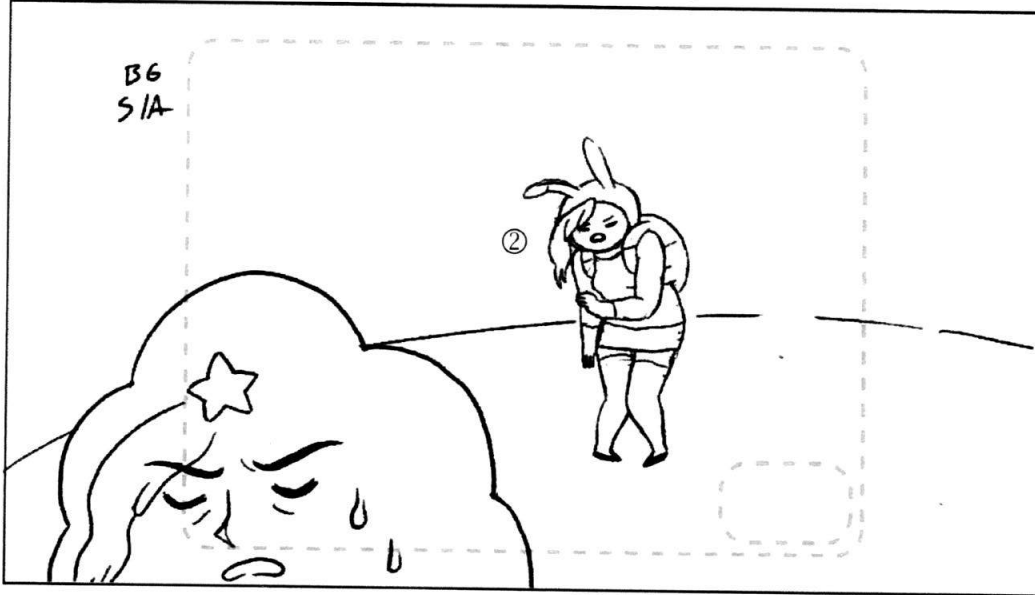
Page 149

Sc. 104 *CONT*

Pnl. B

Bg.

day night



Sc. 105

Pnl. A

Bg.

day night



Dialog:

F/ UGH... WHAT...

Action:



Timing:

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Production :

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# ADVENTURE TIME



*Handwritten: H/Cut*

Page 150

Sc. 105

*cont*

Pnl. 3

Bg.

day night

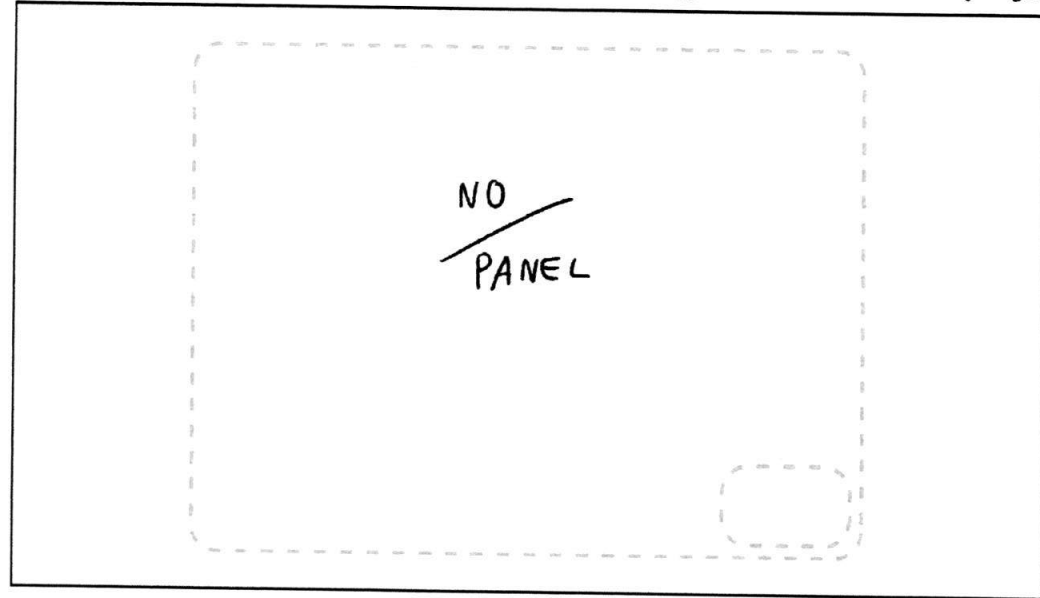


Sc.

Pnl.

Bg.

day night



Dialog:

F/ JUST HAPPENED?

Action:

Timing:

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Production :

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1025/167

1025/167

HW  
CUT

# ADVENTURE TIME



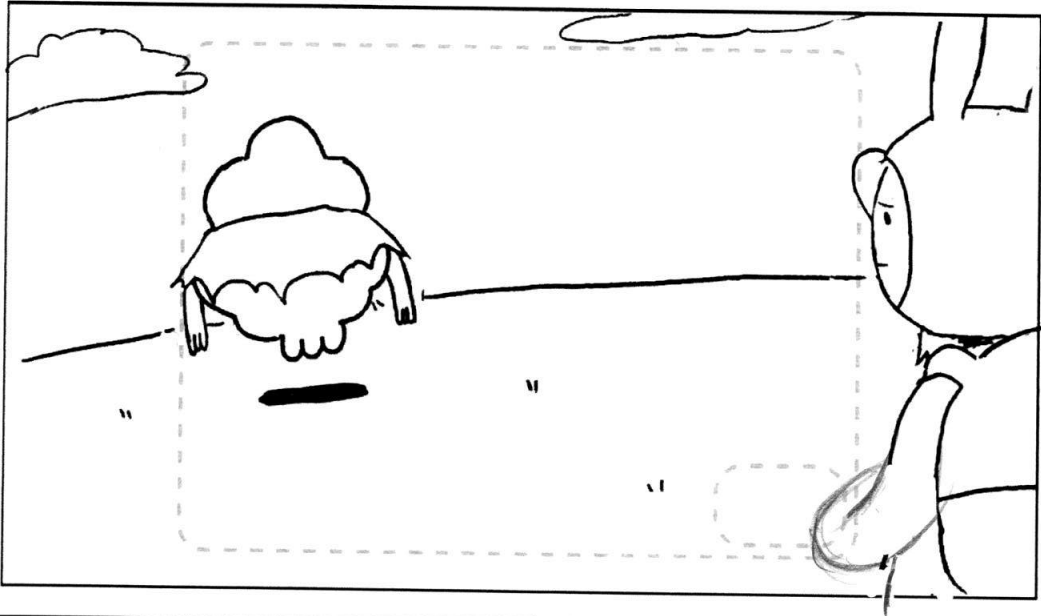
Page 151

Sc. 106

Pnl. A

Bg.

day night



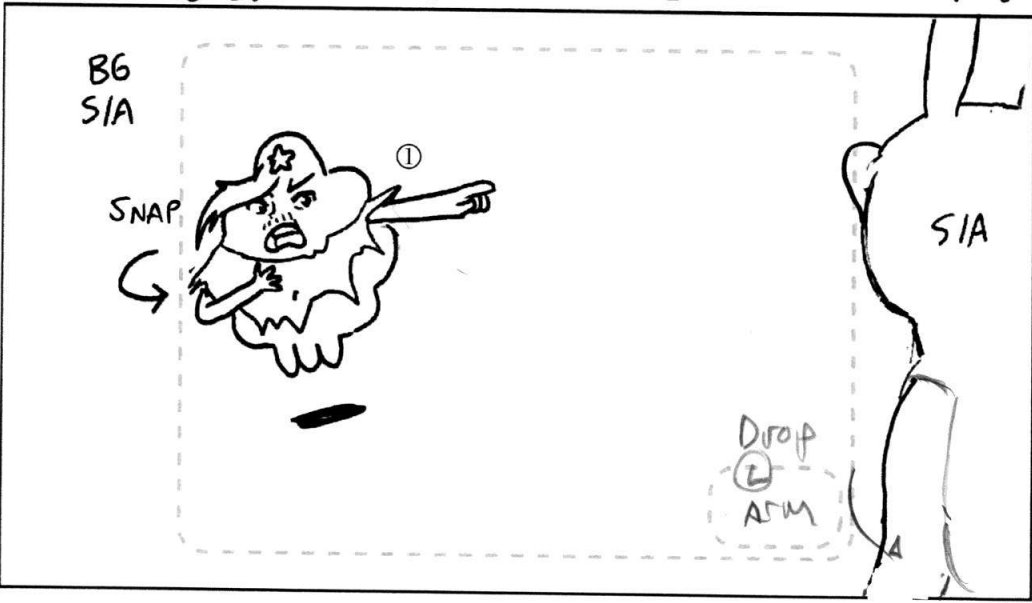
Sc. 106

CONT

Pnl. B

Bg.

day night



Dialog:

LSP / APOLOGIES ...

LSP/ You were under my handsome spell for a moment.

Action:

Timing:



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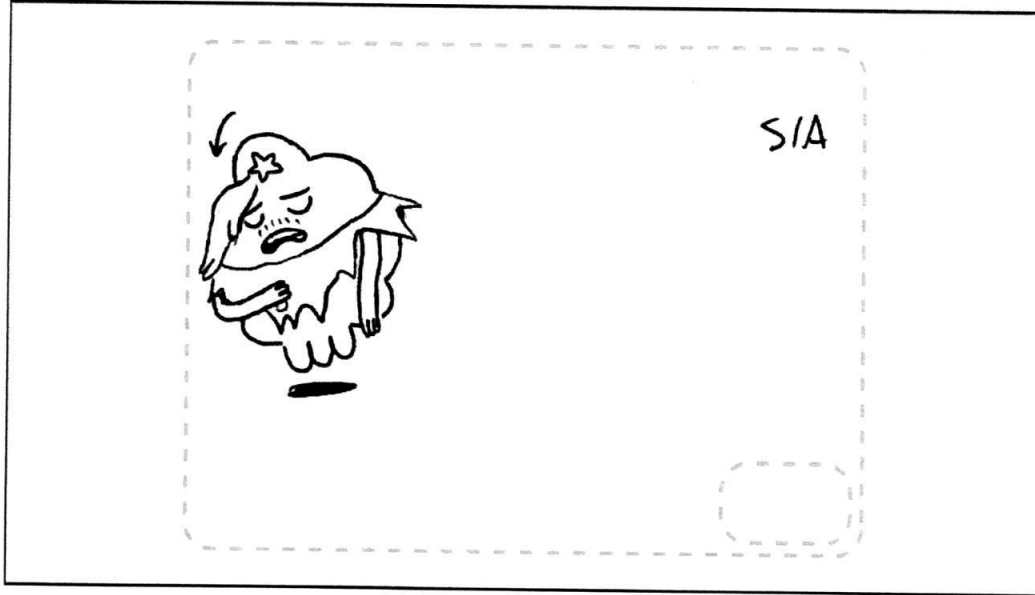


Sc. 106 *CONT*

Pnl. C

Bg.

day night

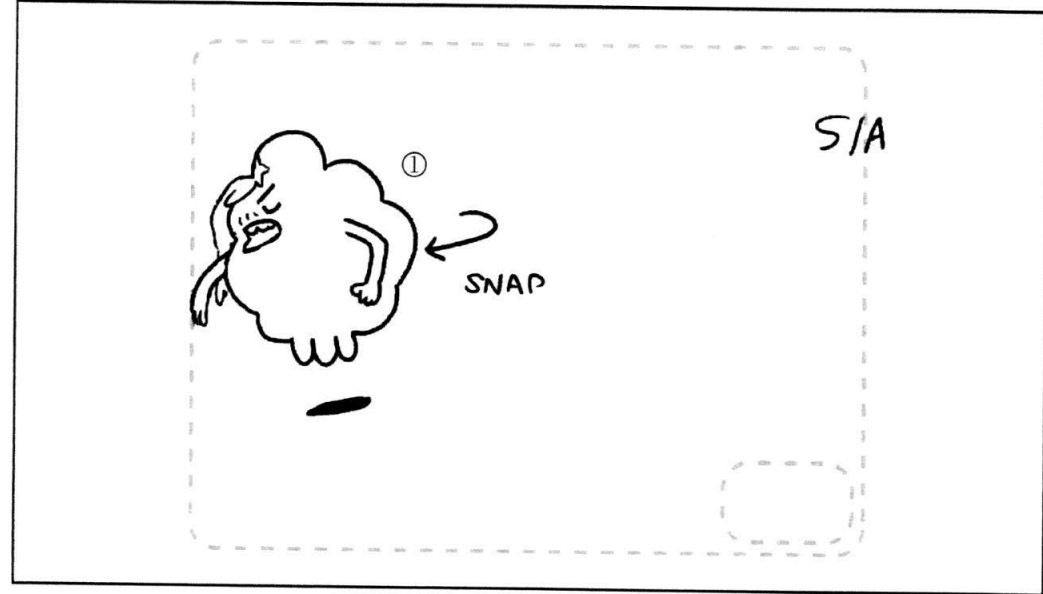


Sc. 106 *CONT*

Pnl. D

Bg.

Page 132  
152A NEW  
day night



Dialog:

LSP / WE CAN NEVER MARRY YOU KNOW!

Action:

Timing:



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Production :

1025/167

Ho cut

# ADVENTURE TIME



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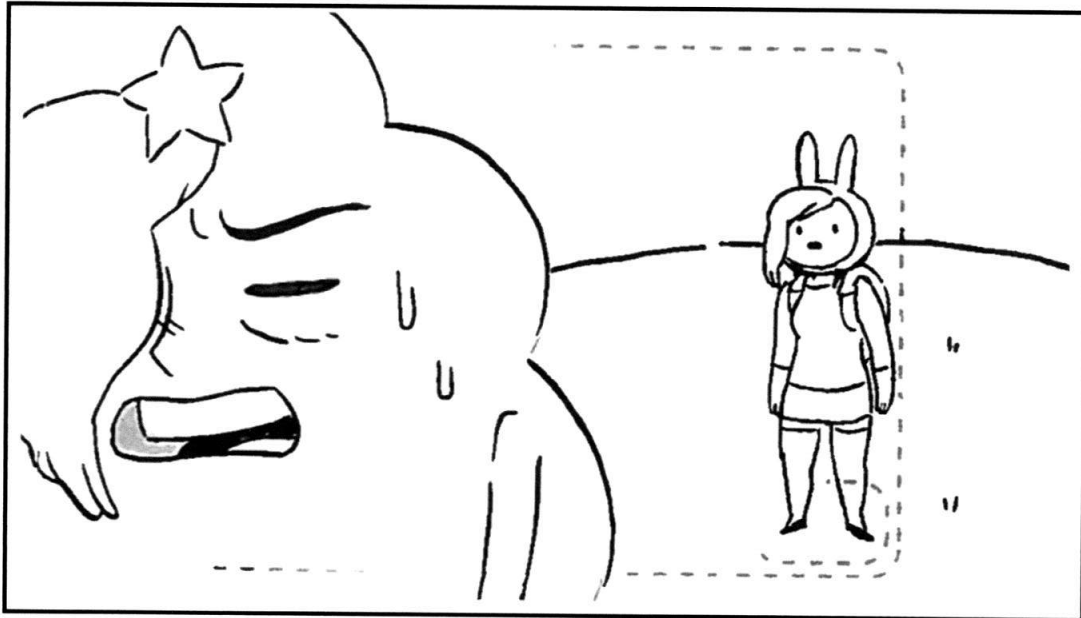
1226 NEXT

Sc. 107

Pnl. A

Bg.

day night



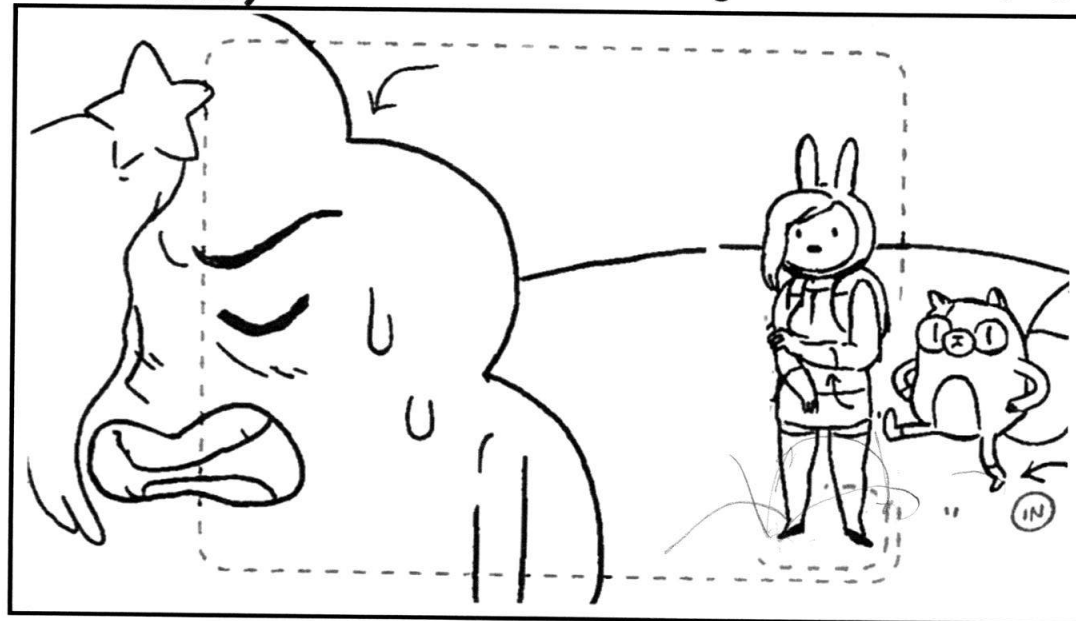
Sc.107

CONT

Pnl. B

Bg.

day night



Dialog:

LSP/ I can only be with someone who is my equal-

Action:

Timing:

JAN 23 2014

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Production:

# ADVENTURE TIME



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153 NEXT

Sc. 107 *CONT*

Pnl. C

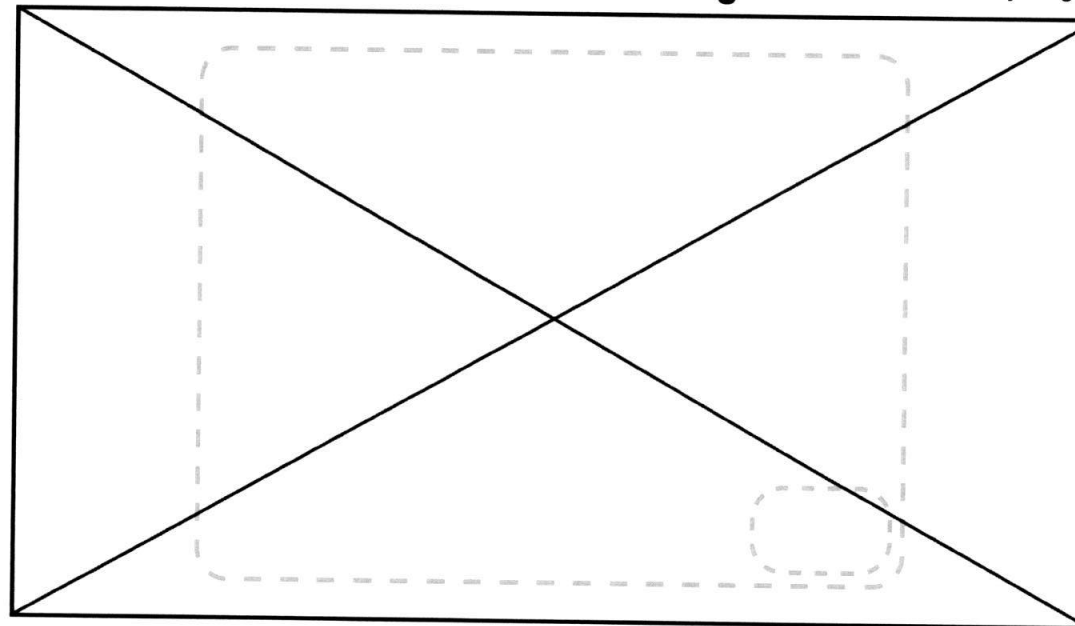
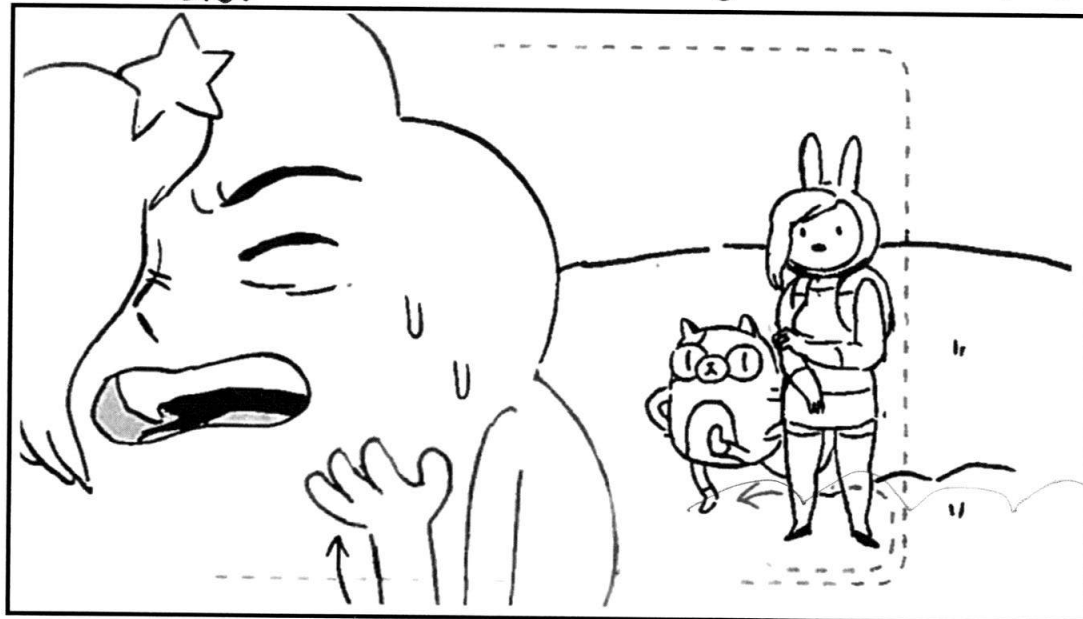
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

LSP/ - in every way.

Action:

Timing:

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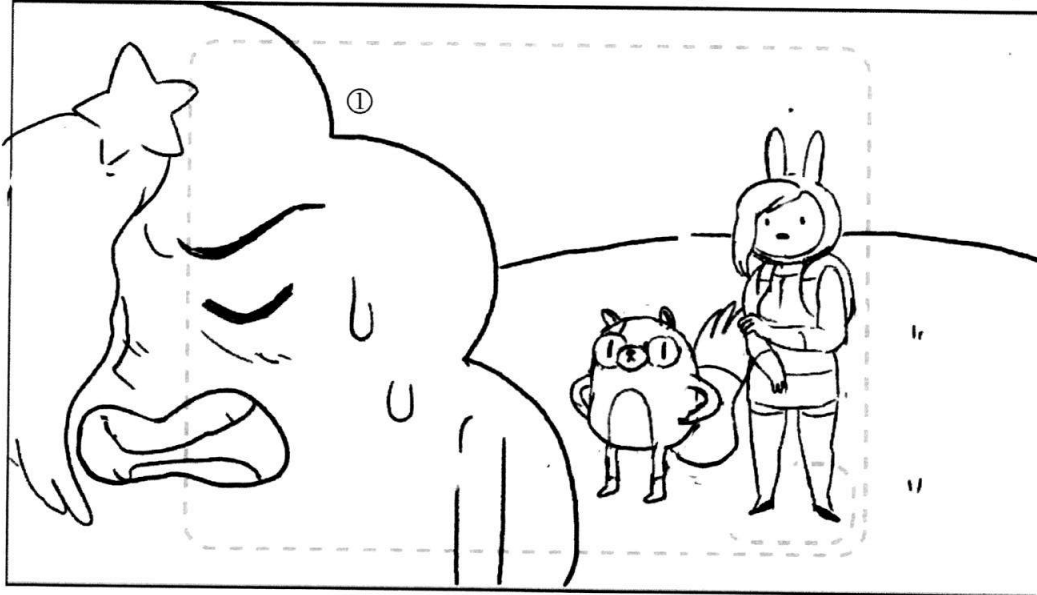
Page 153

Sc. 107 *CONT*

Pnl. D

Bg.

day night

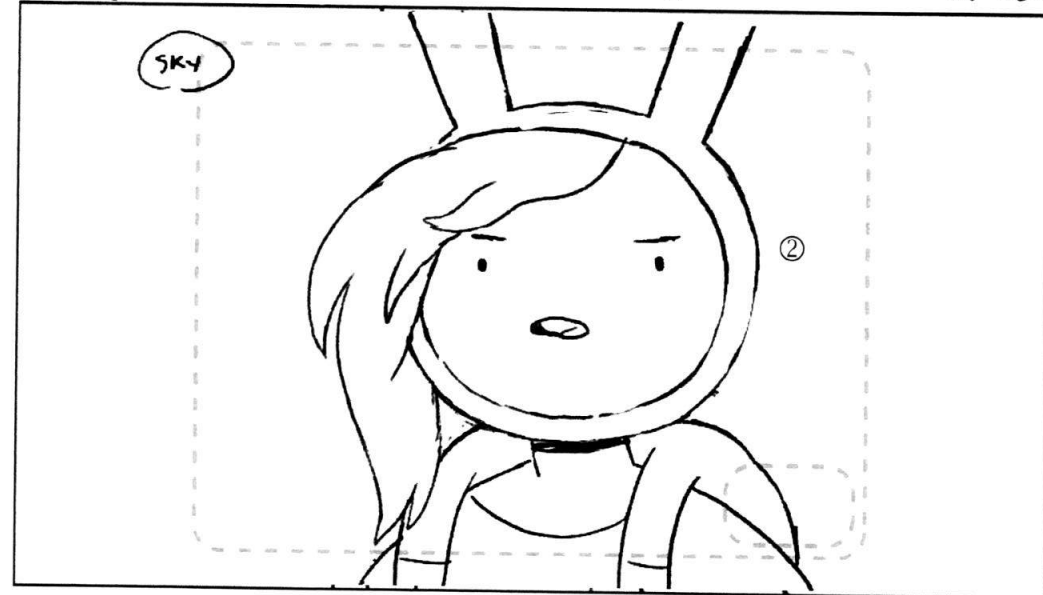


Sc. 108

Pnl. A

Bg.

day night



Dialog:

LSP: A PERSON SO MUCH LIKE ME THAT SHE  
DOESN'T EVEN EXIST...

Action:

Timing:



JAN 23 2014

AI

1

EPISODE #

Production :

1025-167

1025/167

1025/167



# ADVENTURE TIME



Ho  
Cut

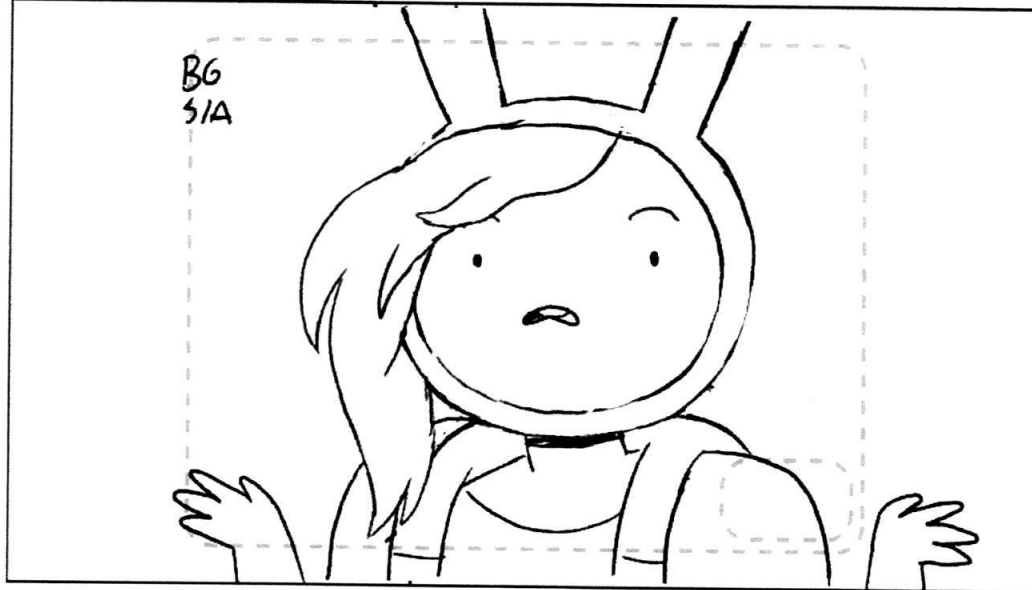
Page 154

Sc. 108 *const*

Pnl. B

Bg.

day night

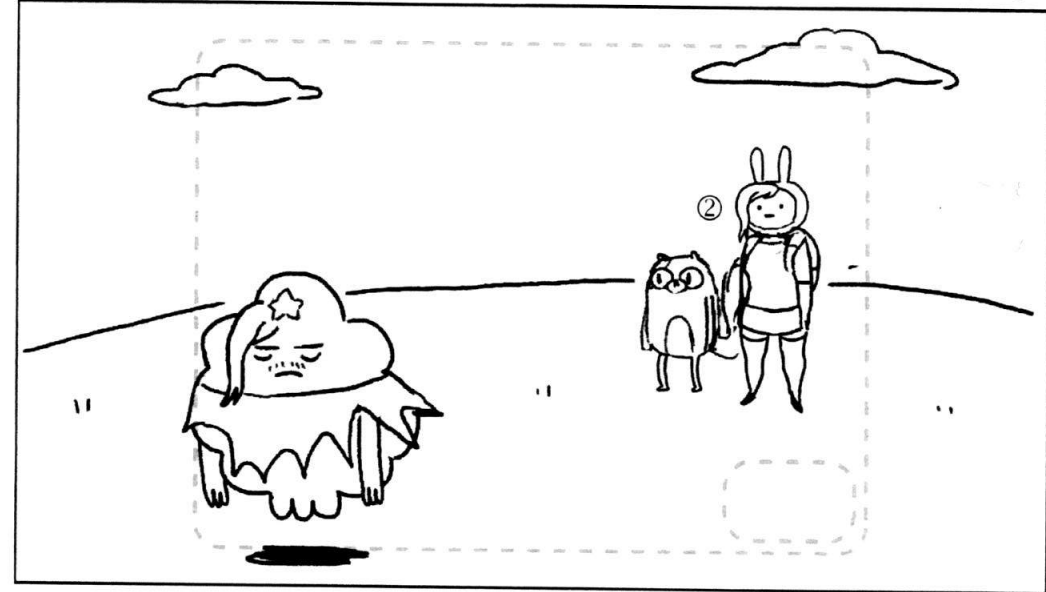


Sc. 109

Pnl. A

Bg.

day night



Dialog:

F/ I DON'T CARE... AS LONG AS WE CAN HANG OUT ...

Action:

Timing:



JAN 23 2014

EPISODE #

1025-167

1025/167

Production :

1025/167

# ADVENTURE TIME



*Handwritten: Hw cut*

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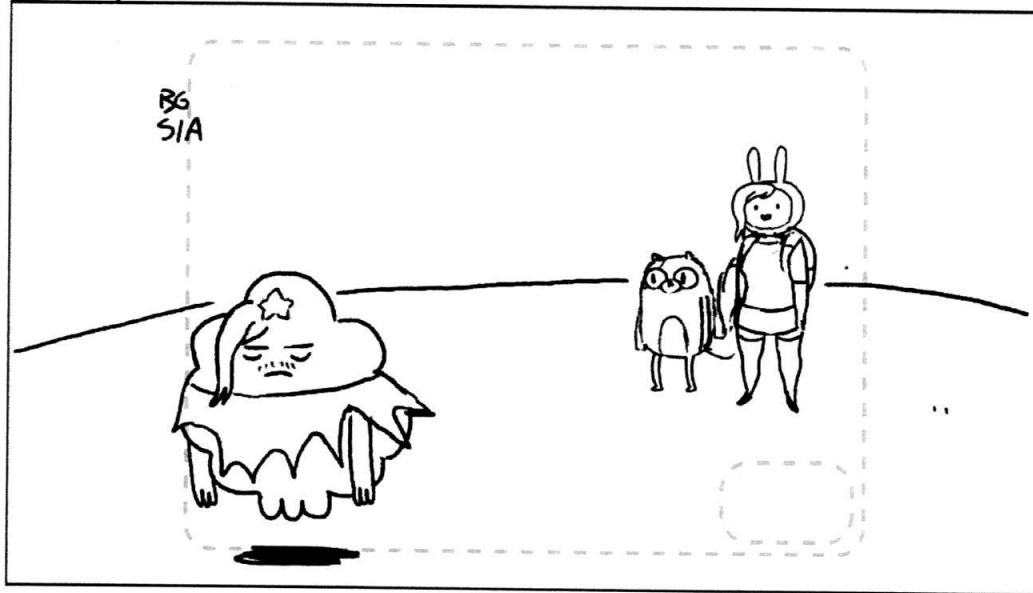
*Handwritten: cut*

Sc. 104 *cont*

Pnl. 3

Bg.

day night

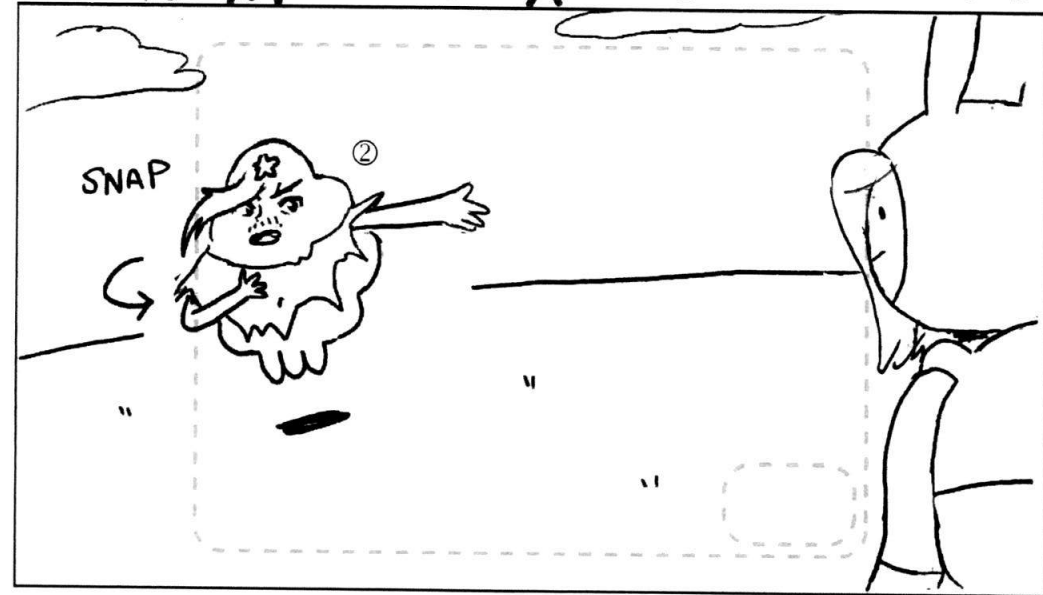


Sc. 109A

Pnl. A

Bg.

day night



Dialog:

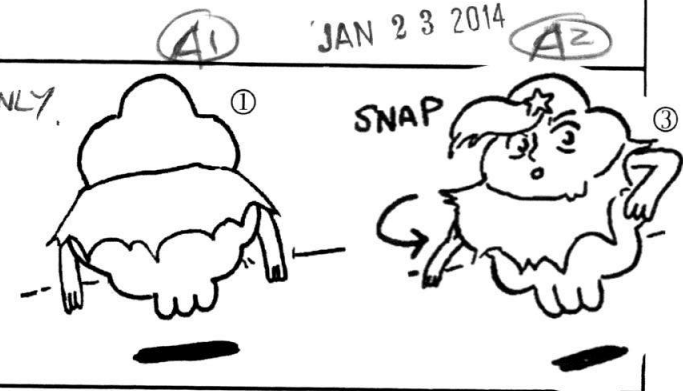
F/ ANYONE WANT A SANDWICH?

LSP/ Ooo! I'll have one!

Action:

- LSP SPINS SUDDENLY.

Timing:



Production :

1025-167

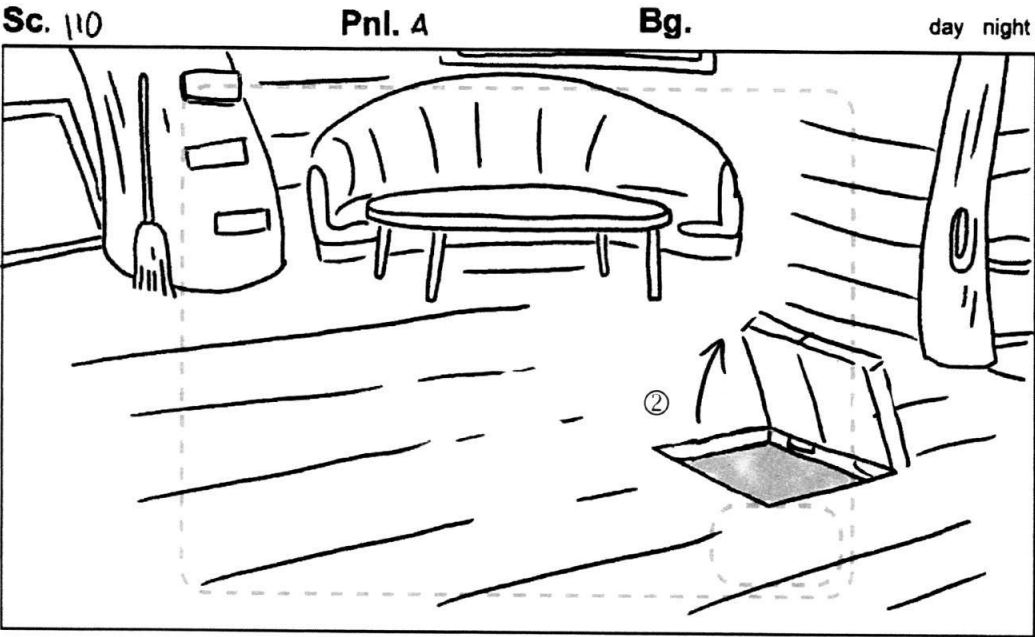
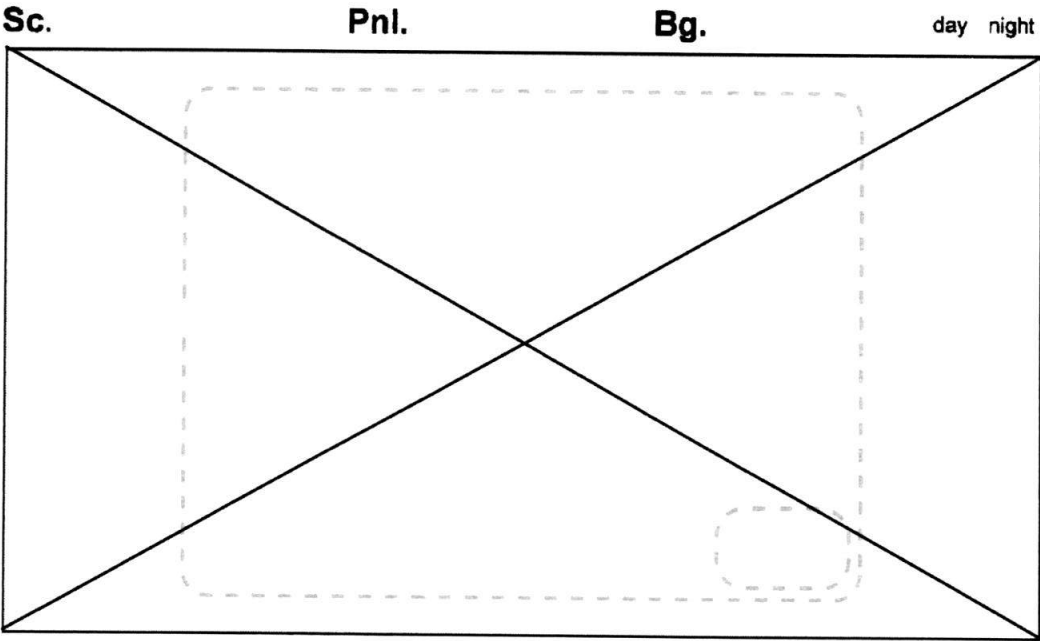
EPISODE #

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1025/167

1025/167

ADVENTURE TIME



Dialog:	SFX: * CREAK
Action:	- TRAP DOOR OPENS
Timing:	JAN 23 2014 AI ①

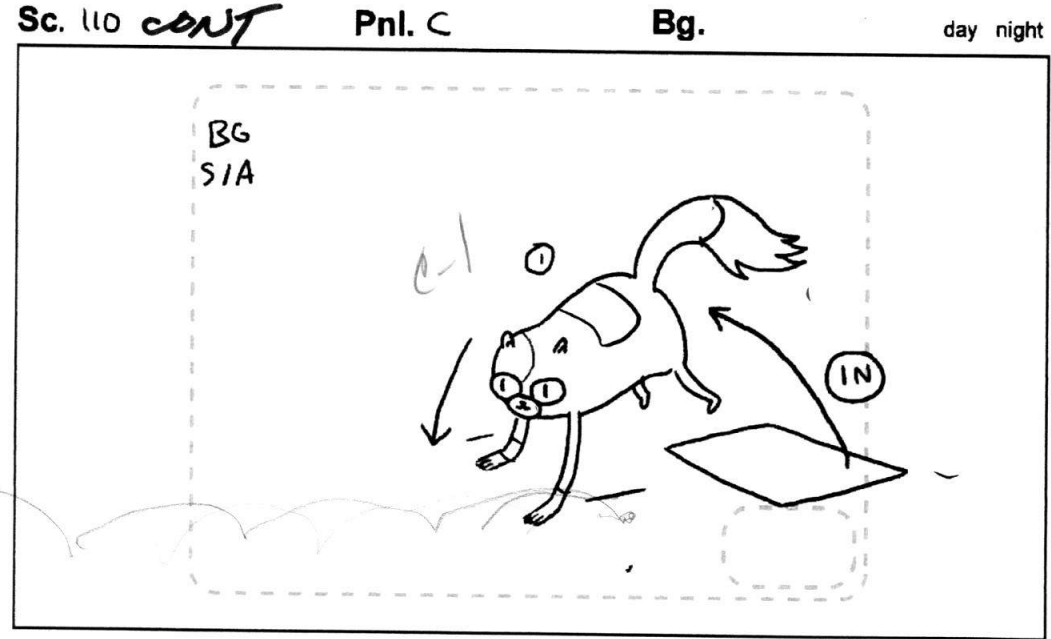
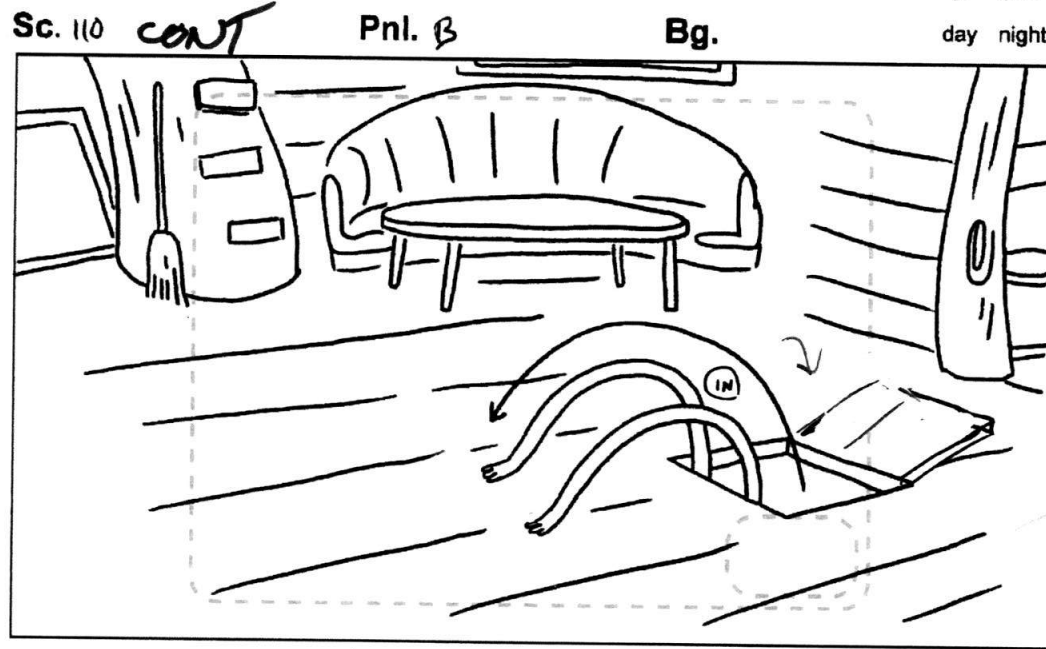
1025-167

EPISODE #

1025/167

Production :

# ADVENTURE TIME



Dialog:

Action:

- CAKE STRETCHES UP THROUGH HATCH.

Timing:

6x

ANDC  
4x

JUMP UP  
6x

BACK  
LEG DOWN  
4x

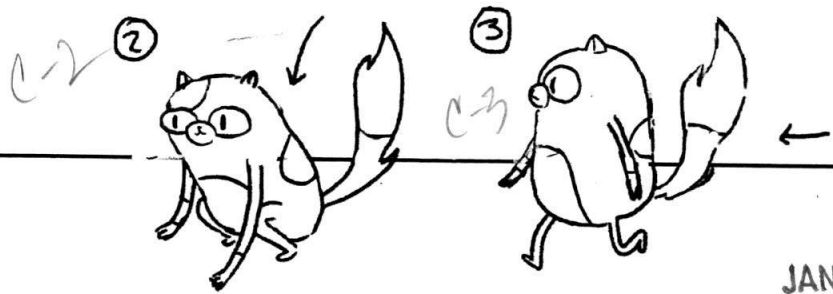
RUN  
6x

6x

6x

6x

6x



JAN 23 2014

EPISODE #

Production :

1025-167

1025/167

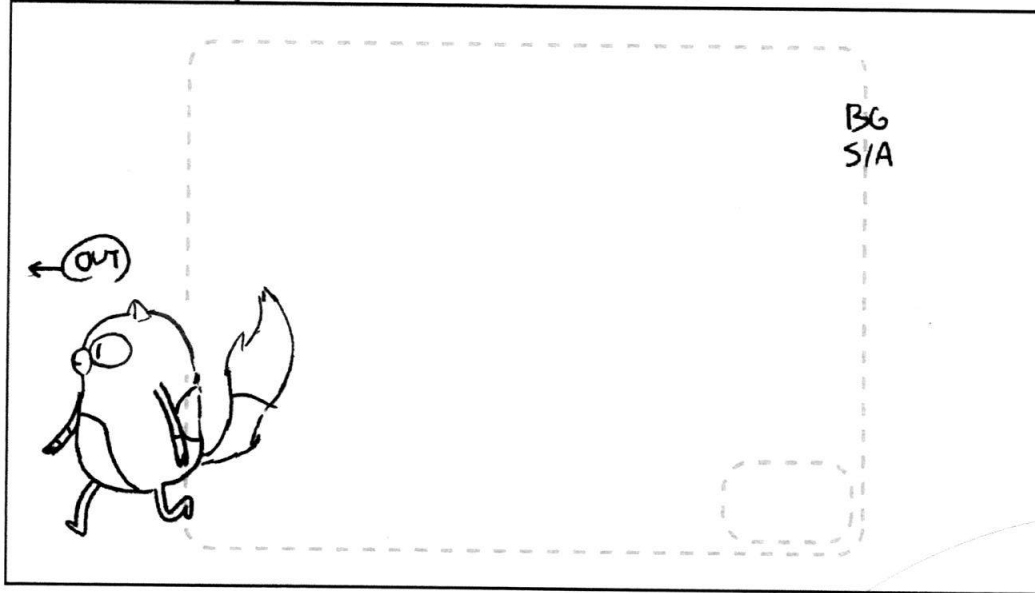
1025/167

# ADVENTURE TIME

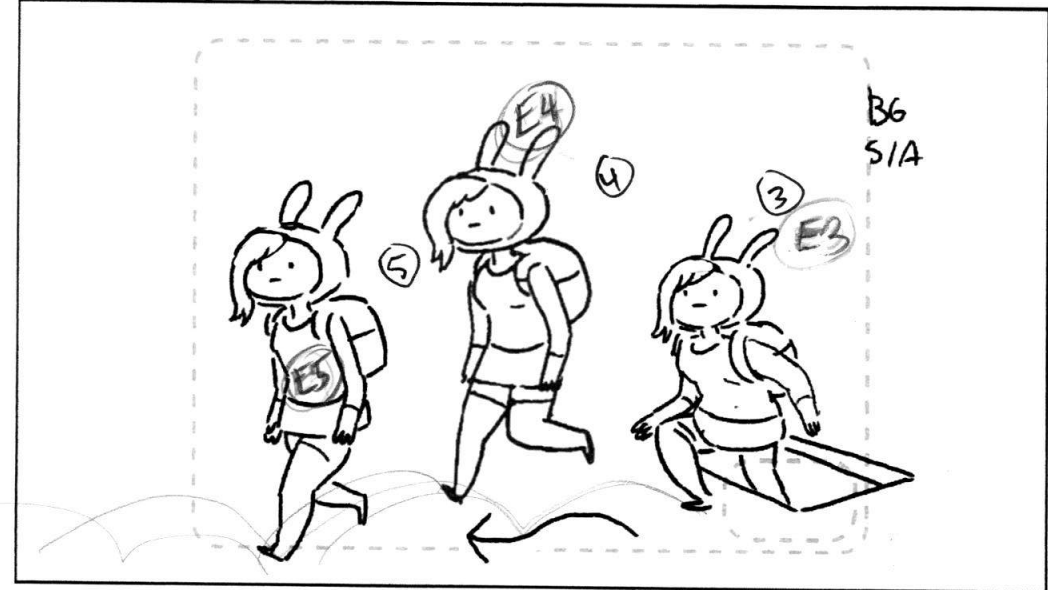


Page 15.6

Sc. 110 *CONT* Pnl. D Bg. day night



Sc. 110 *CONT* Pnl. E Bg. day night



Dialog:

Action:

- CAKE WALKS OFF/S

Timing:

- F. CLIMBS UP THROUGH HATCH



JAN 23 2014

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# ADVENTURE TIME



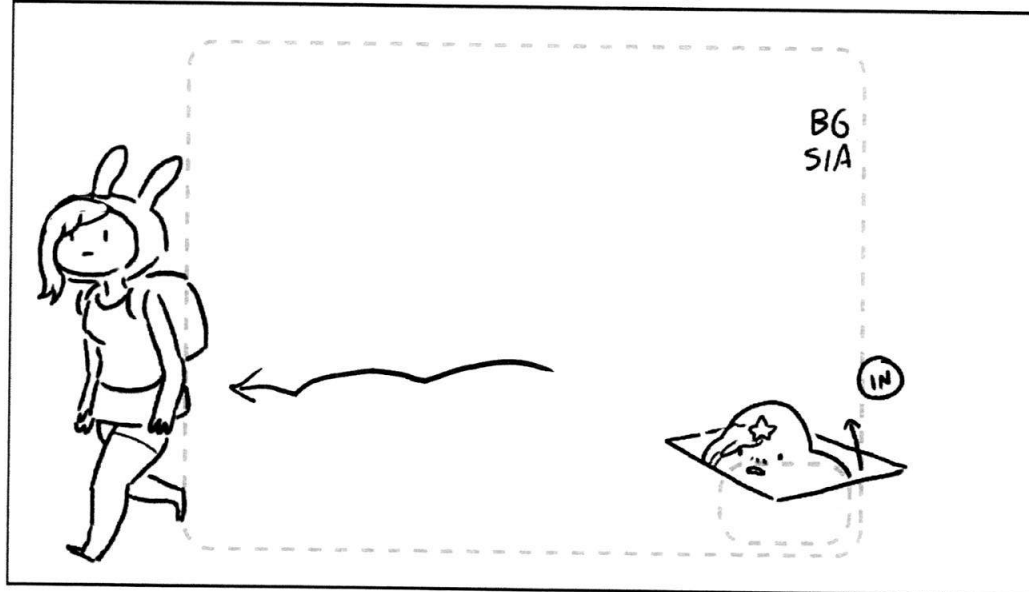
Page 159

Sc. 110 *CONT*

Pnl. F

Bg.

day night

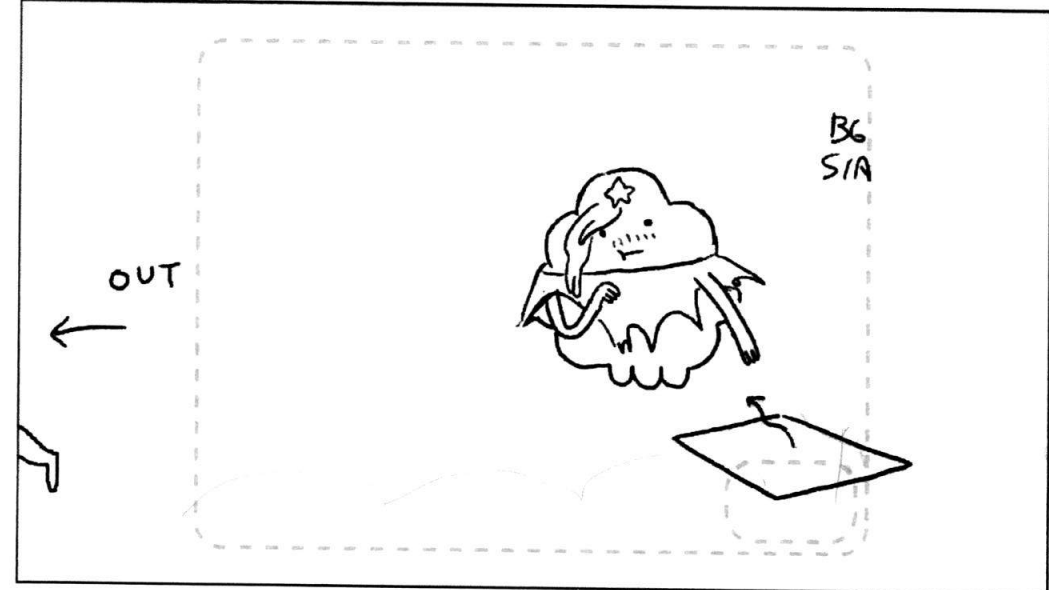


Sc. 110 *CONT*

Pnl. G

Bg.

day night



Dialog:

*2x* *UP* *8x* *4x H*

Action:

- LSP POPS UP THROUGH HATCH.

- F WALKS OFF/S

JAN 23 2014

Timing:

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# ADVENTURE TIME



Page 160

Sc. 110 *CONT*

Pnl. 4

Bg.

day night

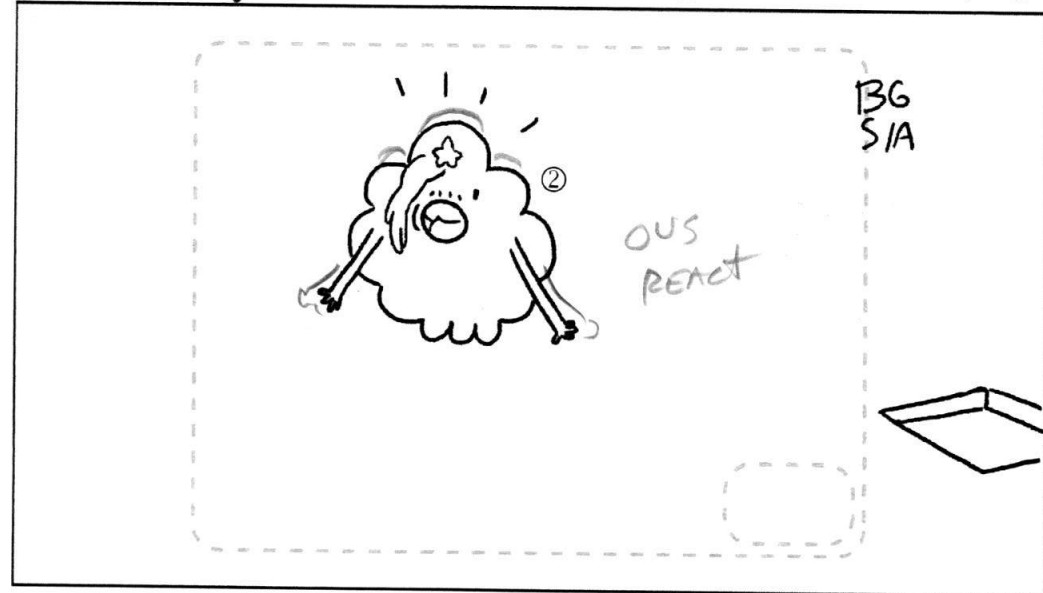


Sc. 110 *CONT*

Pnl. 1

Bg.

day night

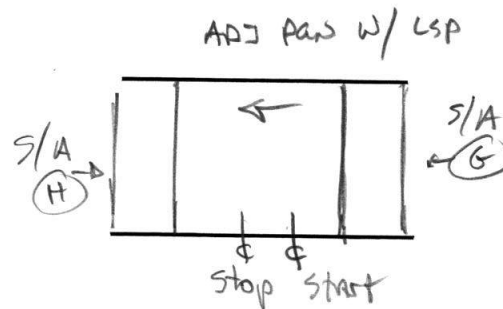


Dialog:

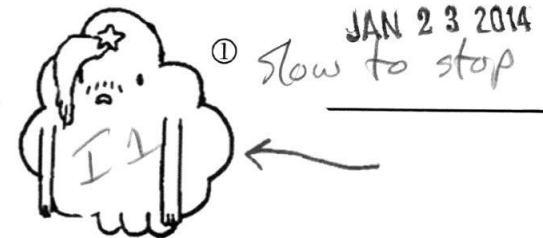
Action:

- LSP FLOATS FORWARD
- ADJ. W/ ACTION.

Timing:



LSP / [ GASP ]



Production :

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ADVENTURE TIME

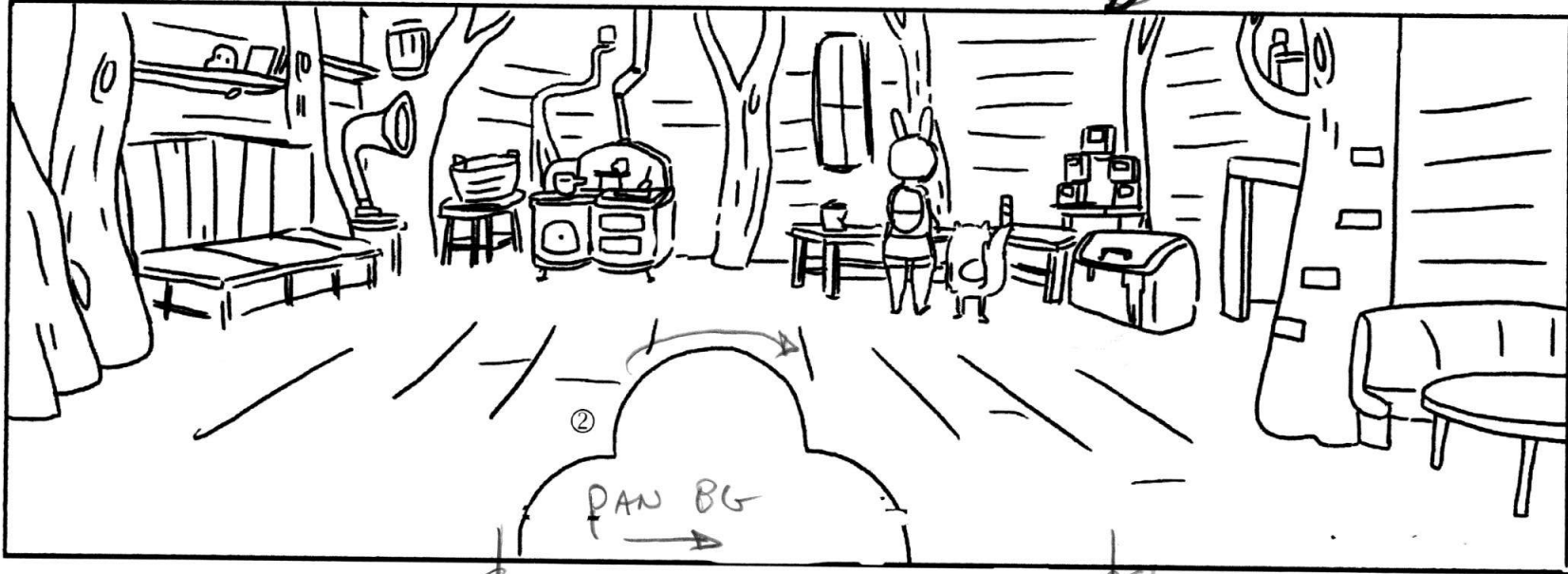


Sc. 111

Pnl. A

Bg.

day night



Dialog:	start   turn w/w pan   stop
Action:	- PAN ACROSS KITCHEN - F+C BUSY AT COUNTER MAKING SANDWICHES
Timing:	SP (A1) ①   (B1) ③ JAN 23 2014

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1025/167

HO  
Art

HO  
Art

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Hu  
Cut

# ADVENTURE TIME



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Hu  
Cut

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EPISODE #

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Production :

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Sc. 112

Pnl. A

Bg.

day night



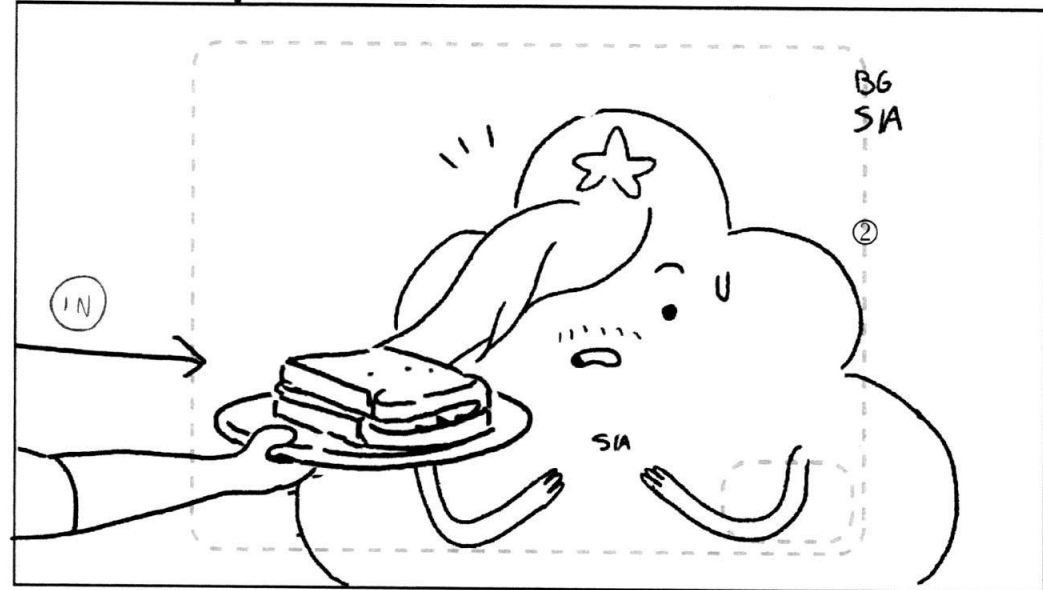
Sc. 112

don't

Pnl. B

Bg.

day night



Dialog:

LSP / SO RUSTIC ... SO HUMBLE ...

Action:

Timing:



- F HANDS SANOWICH TO LSP.



JAN 22 2014

# ADVENTURE TIME



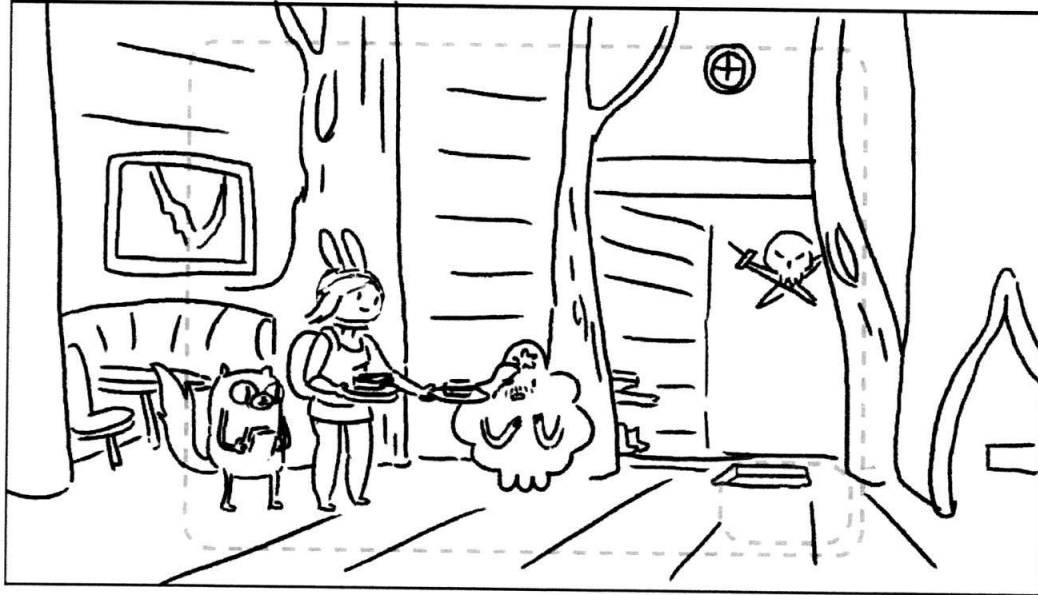
Page 163

Sc. 113

Pnl. A

Bg.

day night

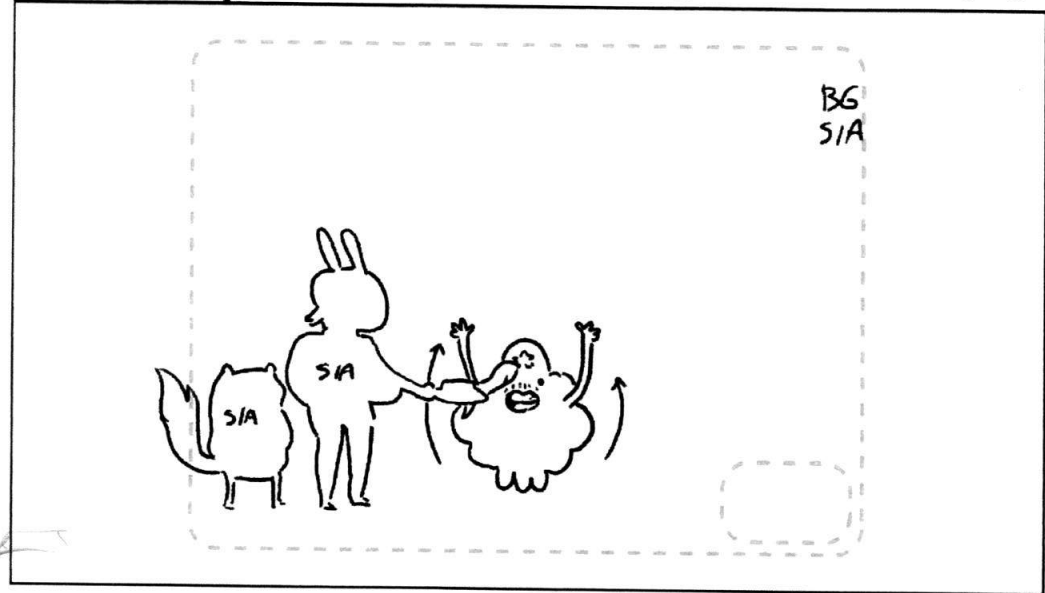


Sc. 113 *cont*

Pnl. B

Bg.

day night



Dialog:

LSP / DELIGHTFUL —

Action:

JAN 23 2014

Timing:

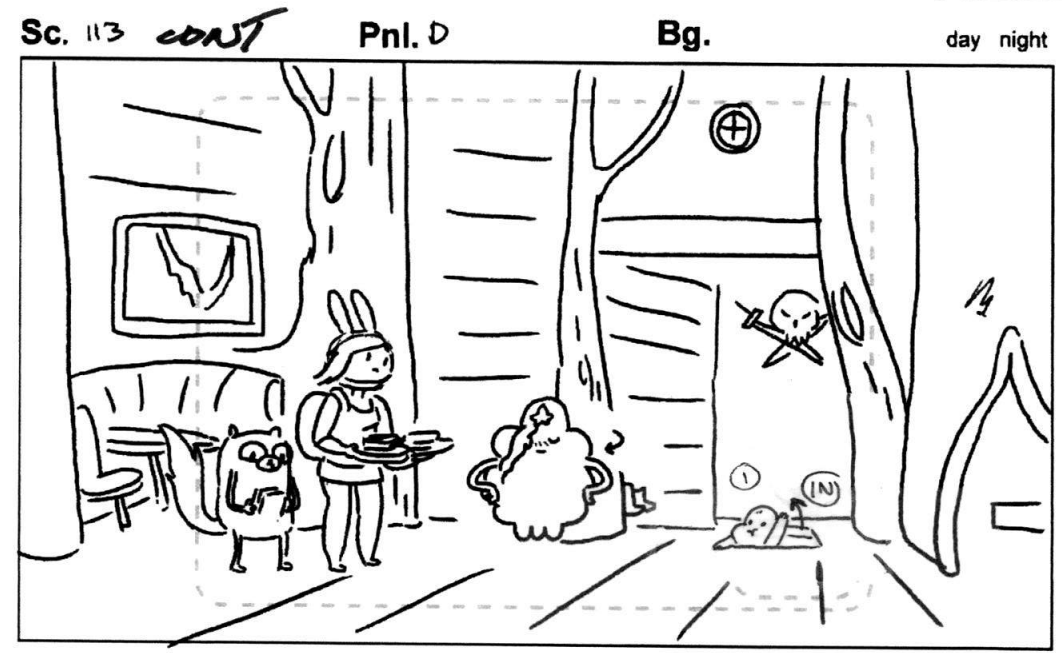
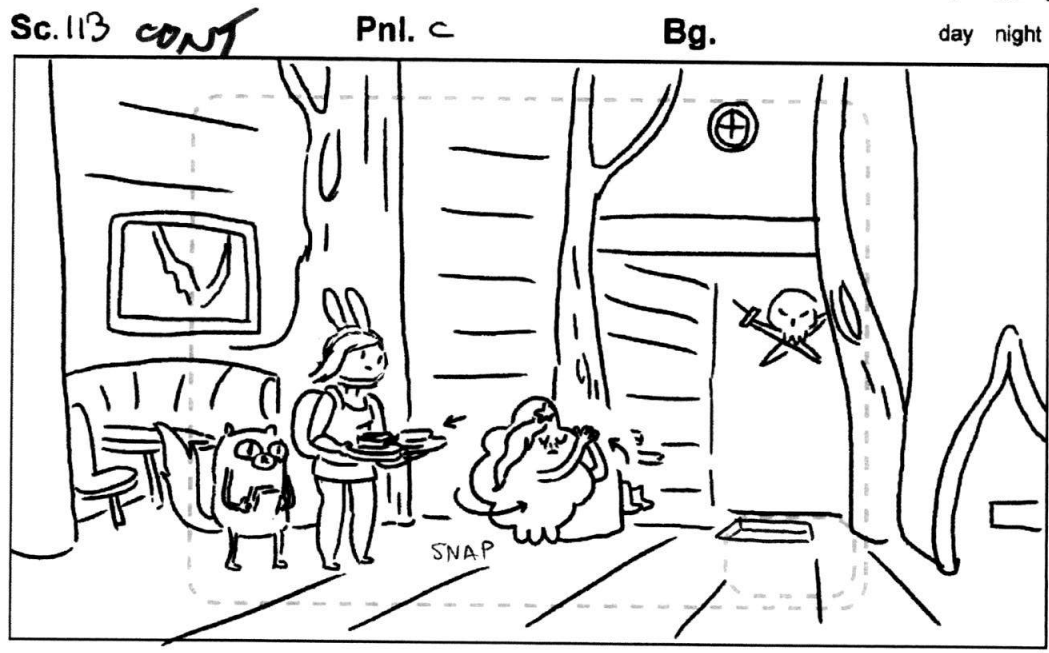
EPISODE # 1025-167

Production :


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ADVENTURE TIME



Dialog:	
SFX / CLAP CLAP	
Action:	- LSP TURNS AND CLAPS.
	- BABY CRAWLS ON/S.
Timing:	



JAN 8 8 30M

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EPISODE #

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Production :

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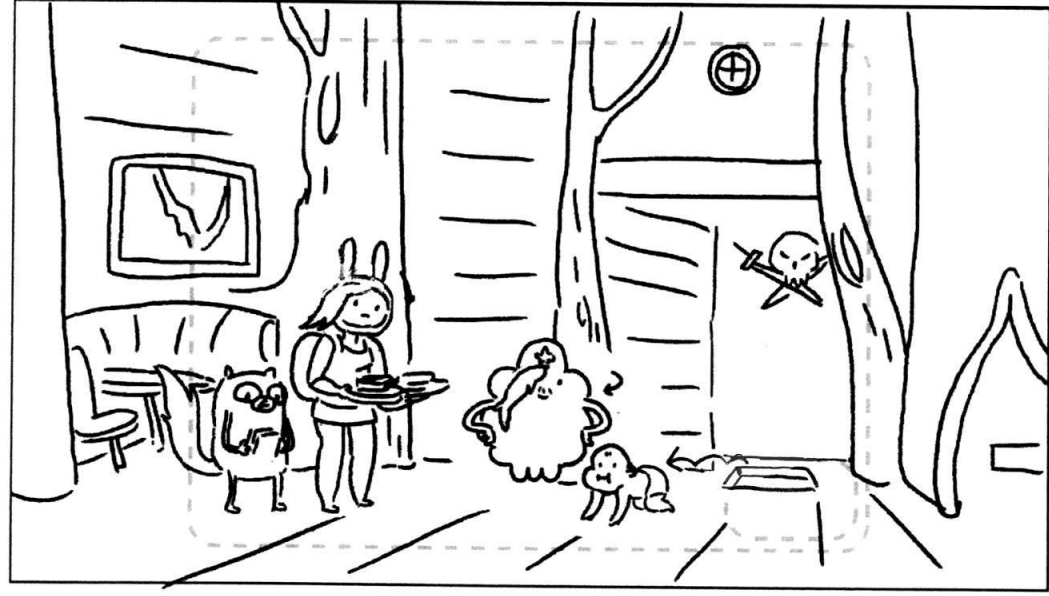
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1025/167

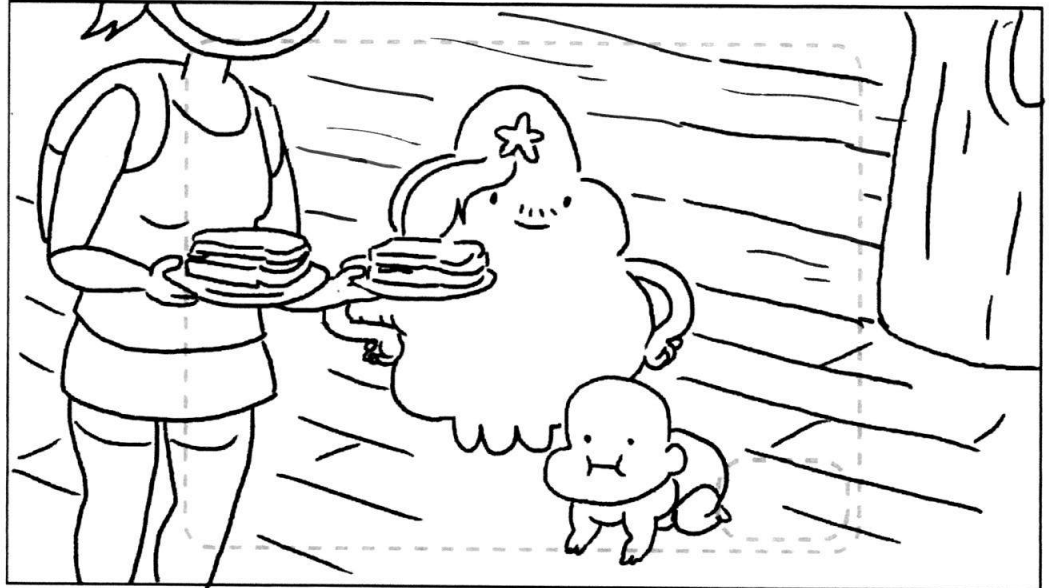
ADVENTURE TIME



Sc. 113 *CONT* Pnl. E Bg. day night



Sc. 114 Pnl. A Bg. day night



Dialog:
Action: - BABY CRAWLS FORWARD.
Timing: <div style="text-align: right;">JAN 23 2014</div>

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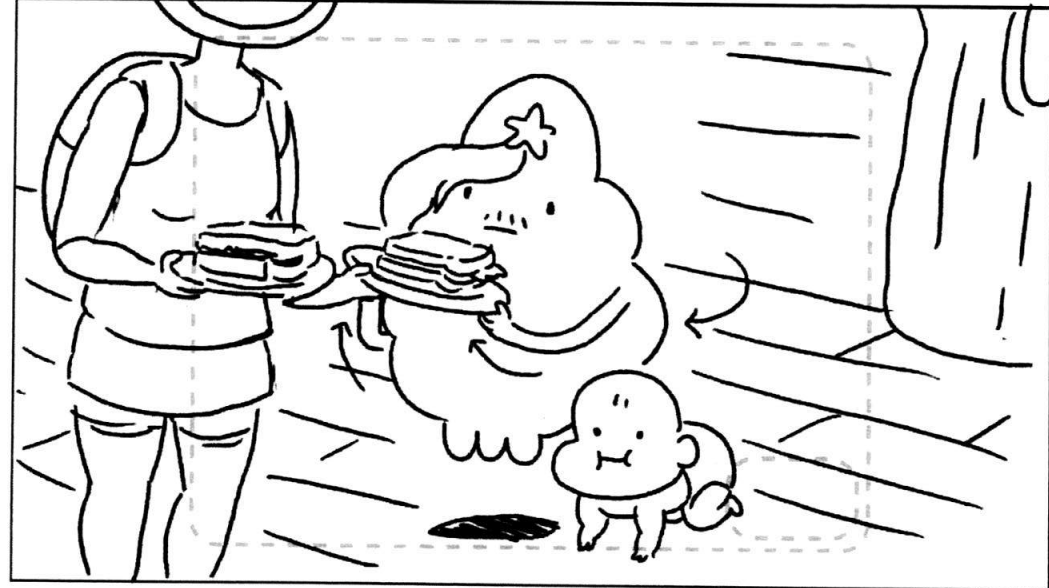
1025/167

1025/167

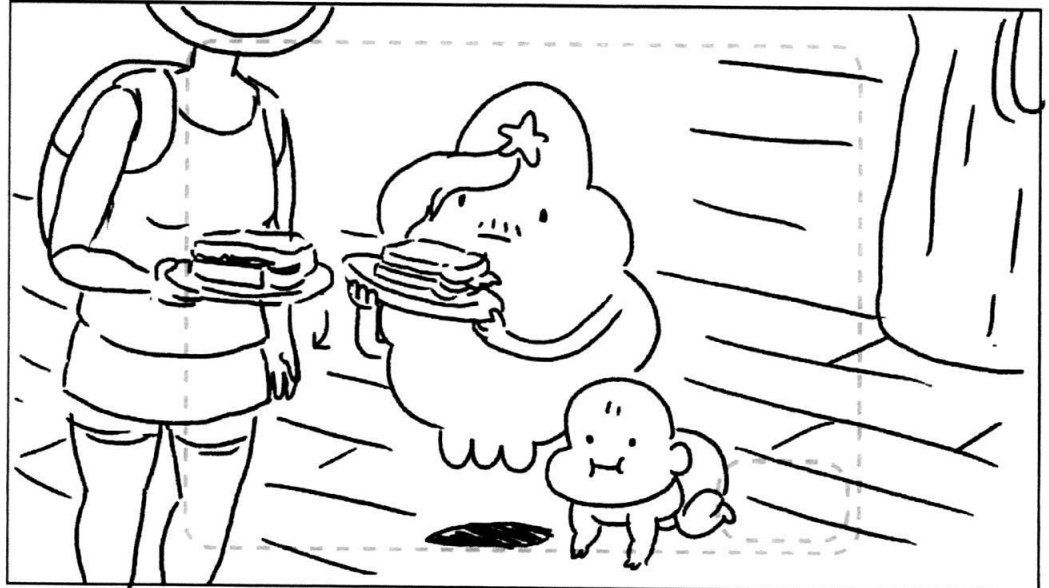
ADVENTURE TIME



Sc. 114 *cont* Pnl. B Bg. day night



Sc. 114 *cont* Pnl. C Bg. day night



Dialog:
Action: - LSP TAKES PLATE
Timing:

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Production :

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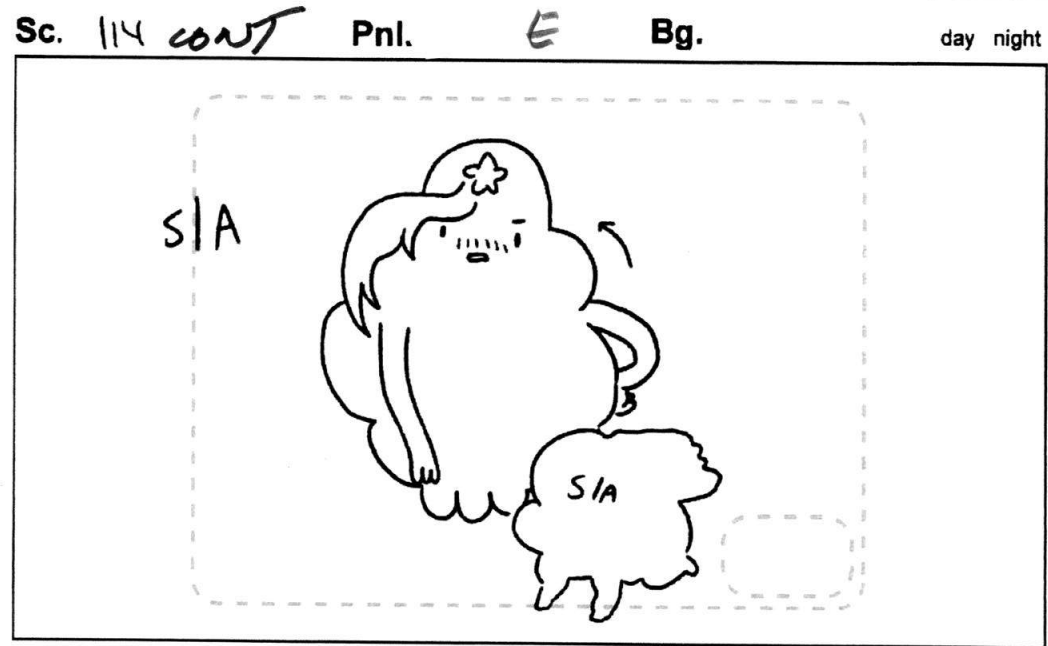
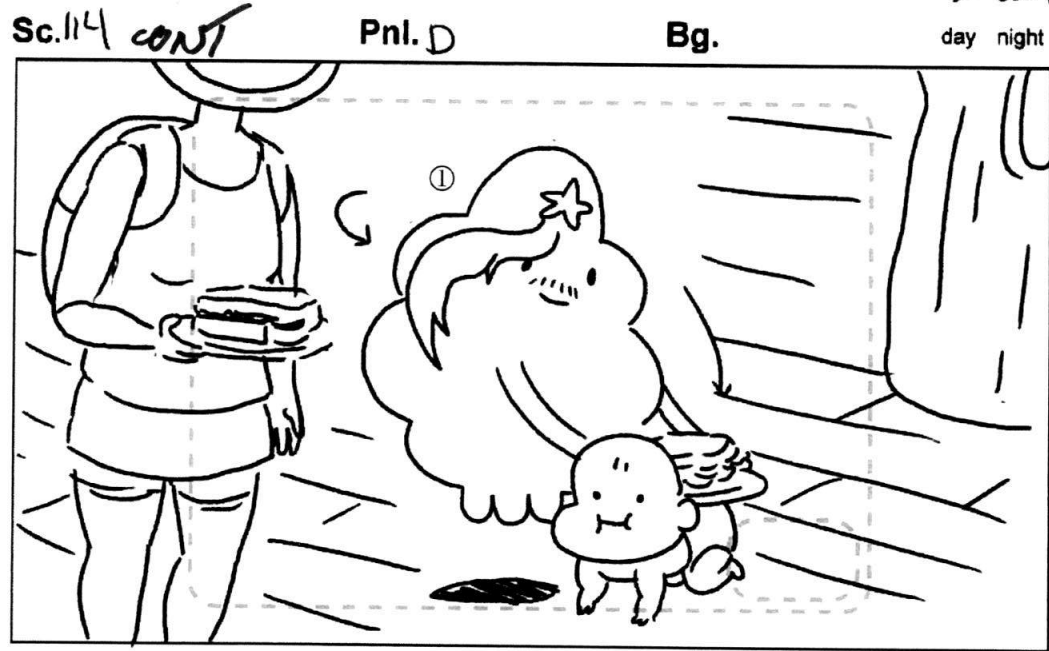
1025/167

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ADVENTURE TIME



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Dialog:	
Action:	- LSP PUTS PLATE DOWN ON BABY.
Timing:	
	- LSP LOOKS AROUND
	JAN 23 2014

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Production :

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# ADVENTURE TIME



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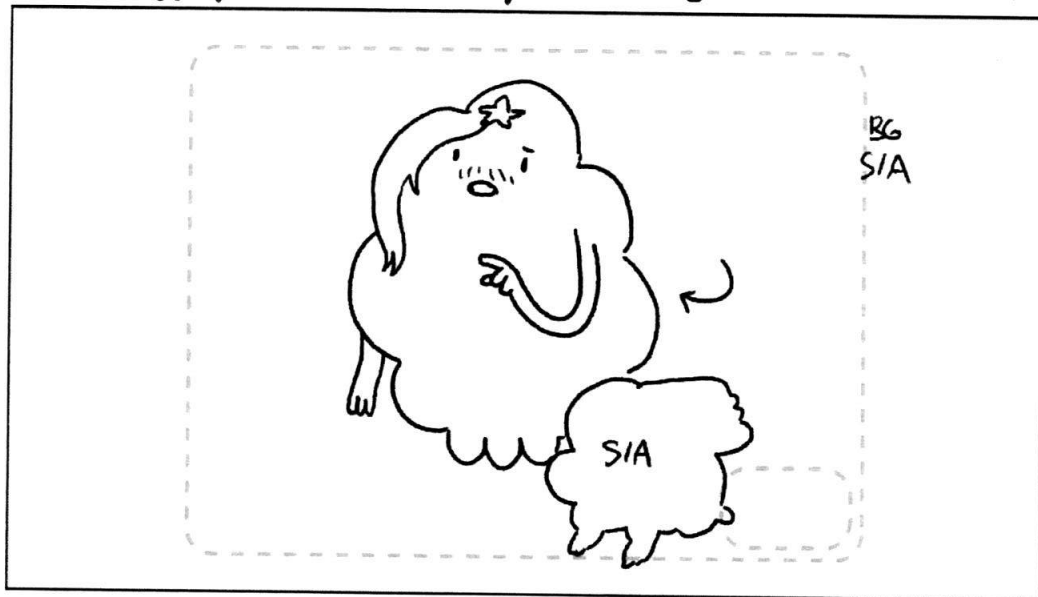
HV  
cut

Sc. 114 CONT

Pnl. F

Bg.

day night

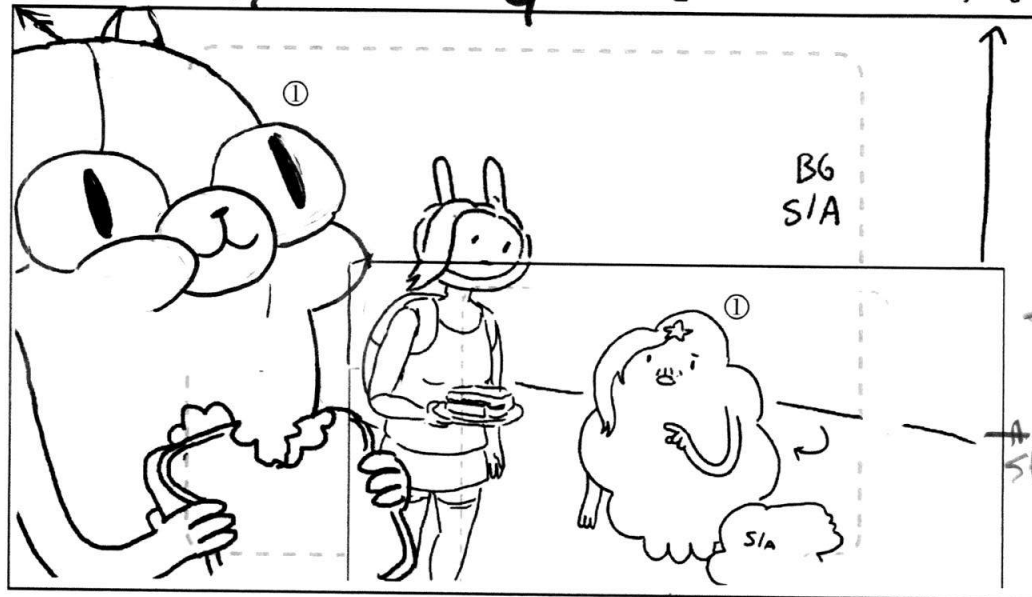


Sc. 114 CONT

Pnl. G

Bg.

day night



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Dialog:

LSP / WAIT... WHERE ARE YOUR BABY TABLES?

Diag truck out

C / NOM NOM

Action:

Timing:



— TRUCK OUT TO INCLUDE CAKE

JAN 23 2014

Production :

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# ADVENTURE TIME



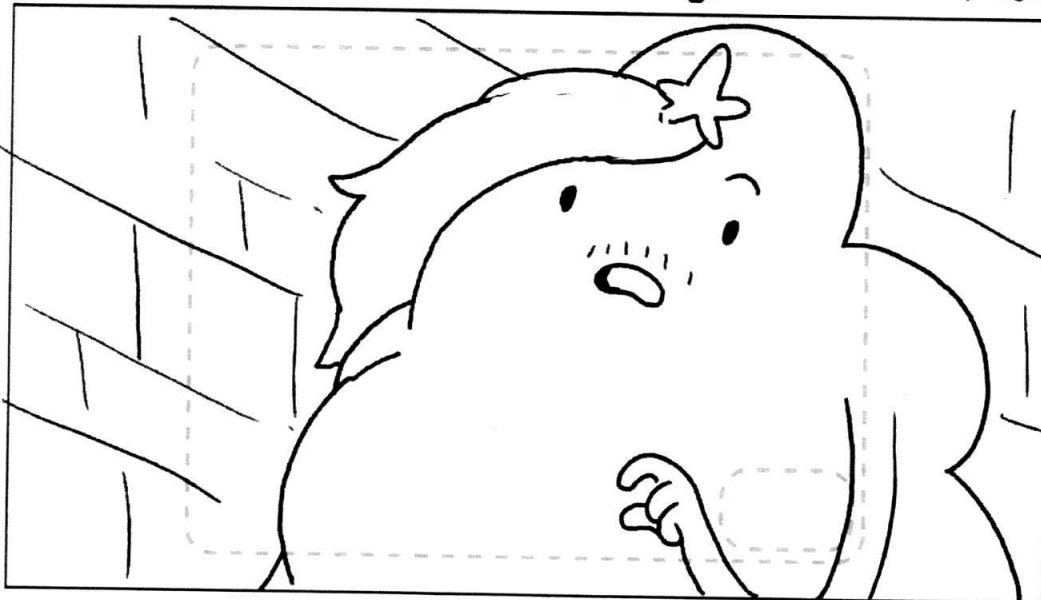
Page 169

Sc. 115

Pnl. A

Bg.

day night



Sc. 115

CONT

Pnl. B

Bg.

day night



Dialog:

LSP / WHA — AT!

Action:

Timing:

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Handwritten initials 'AC' and 'CUT'.

Handwritten signature 'CUT'.

Cut

# ADVENTURE TIME



Hu  
Cut

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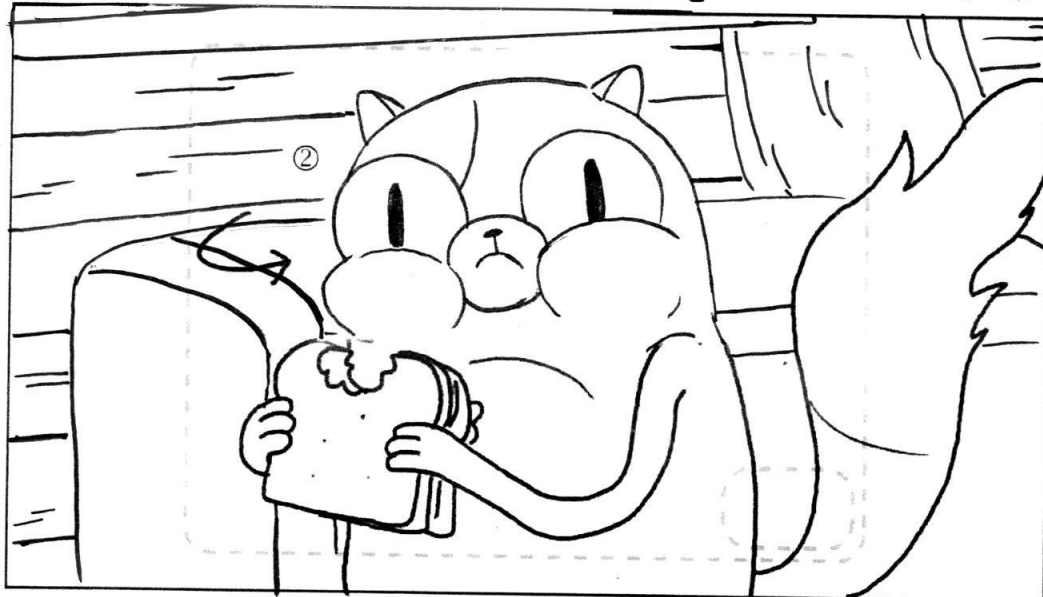
Hu  
Cut

Sc. 116

Pnl. A

Bg.

day night

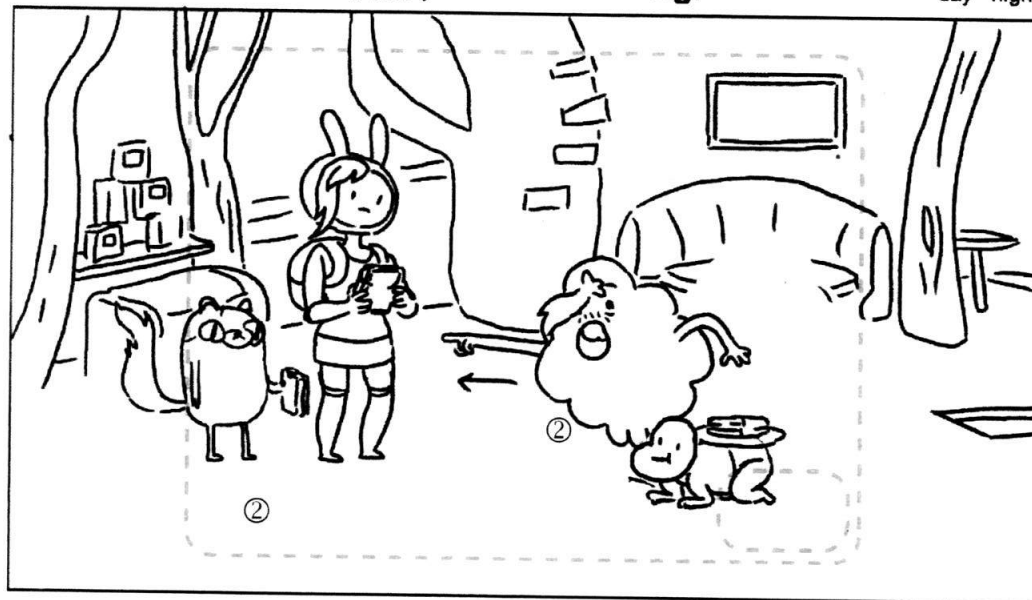


Sc. 117

Pnl. A

Bg.

day night



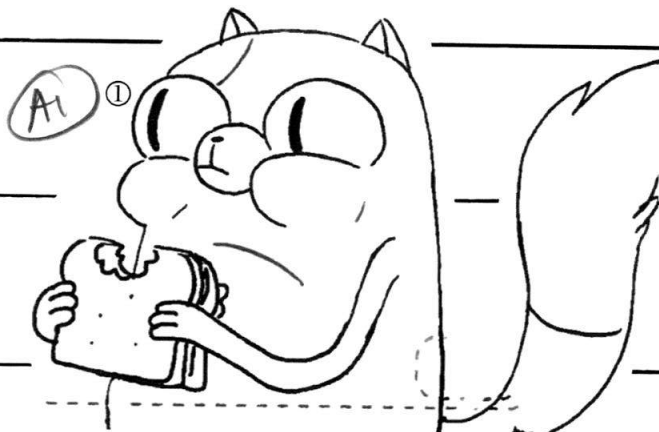
Dialog:

C/ HMM?

LSP / YOU DON'T DIP YOUR FOODS IN GOLD  
BEFORE EATING?

Action:

Timing:



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Production :

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HW  
cut

# ADVENTURE TIME



Page 171

HW  
cut

Sc. 118

Pnl. A

Bg.

day night



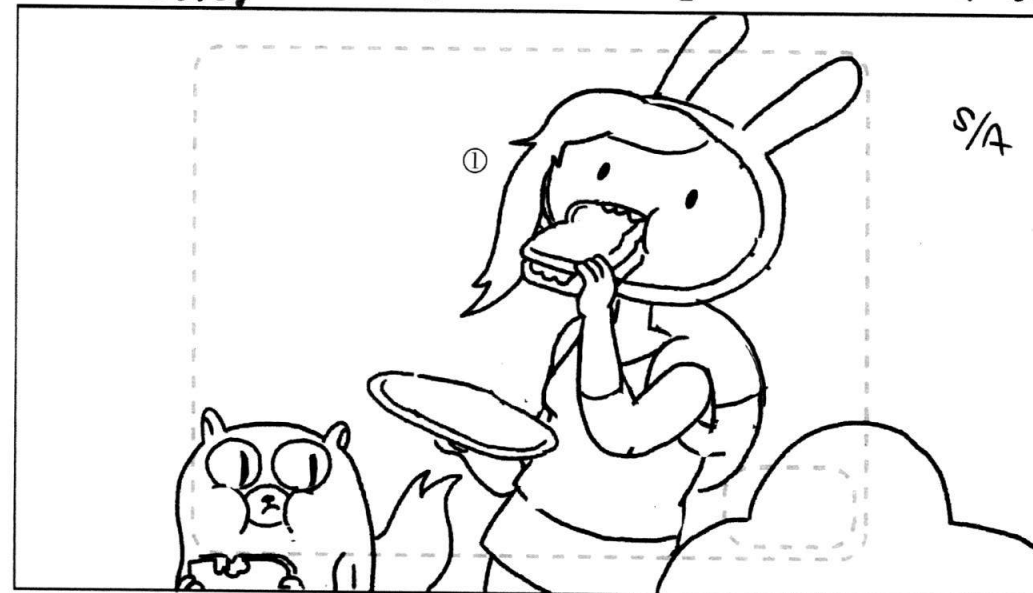
Sc. 118

CONT

Pnl. B

Bg.

day night



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Dialog:

F/ WHO EATS GOLD?

Action:

Timing:



- F. EATS SANDWICH



JAN 23 2014

F/ NOM NOM

Production :

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1025/167

1025/167

the  
cut

# ADVENTURE TIME



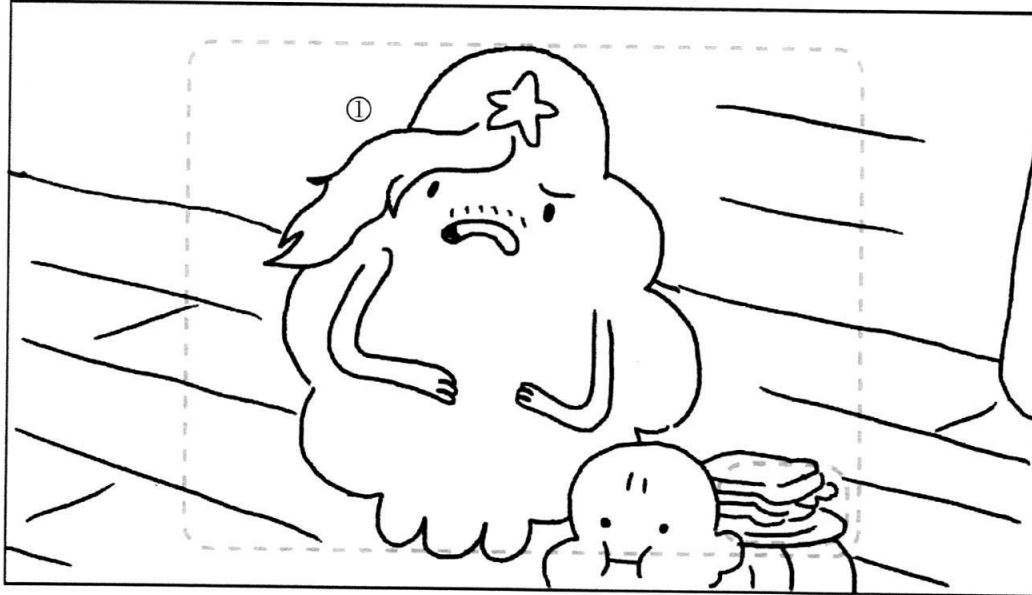
Page 172

Sc. 119

Pnl. A

Bg.

day night

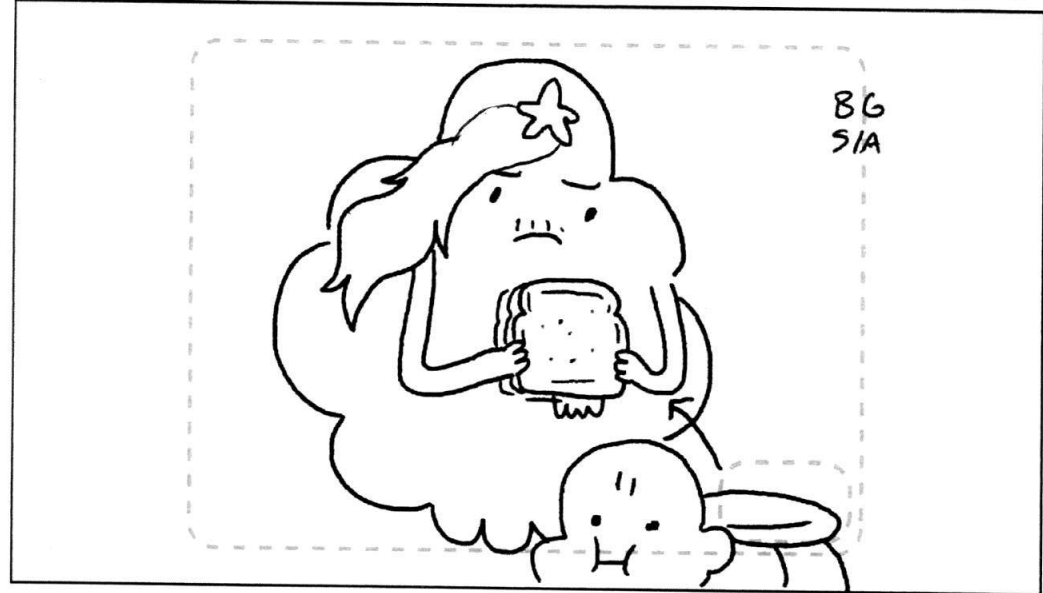


Sc. 119 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



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Production :

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ADVENTURE TIME



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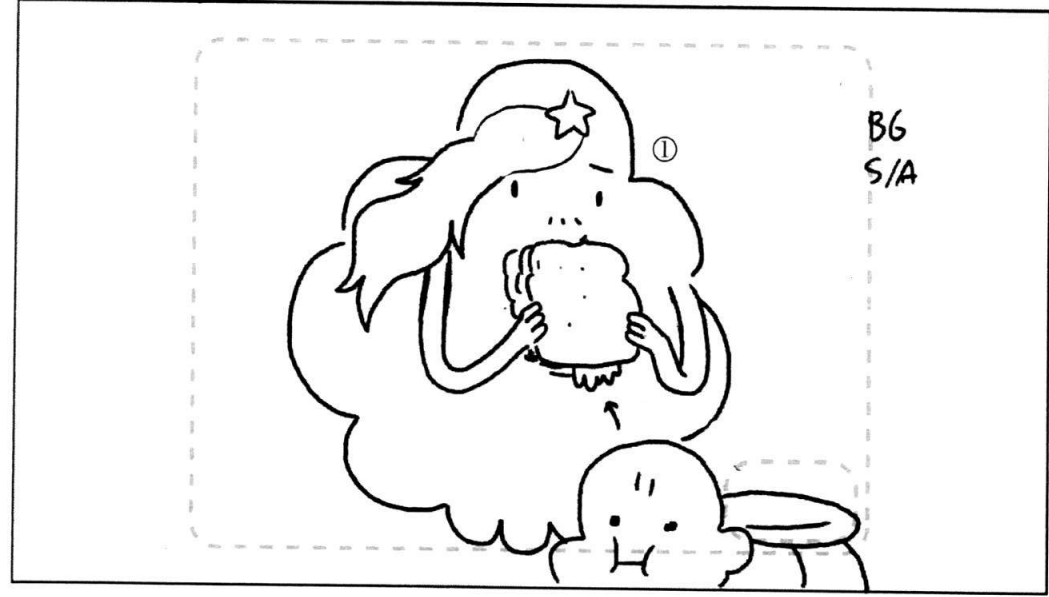
170 cut

Sc. 114 *cont*

Pnl. C

Bg.

day night




Sc. 114 *cont*

Pnl. D

Bg.

day night



Dialog:	
LSP: [DAINTY BITES]	LSP / GREAT GLOB!
Action:	
- LSP NIBBLES SANDWICH	
Timing:	
JAN 23 2014	

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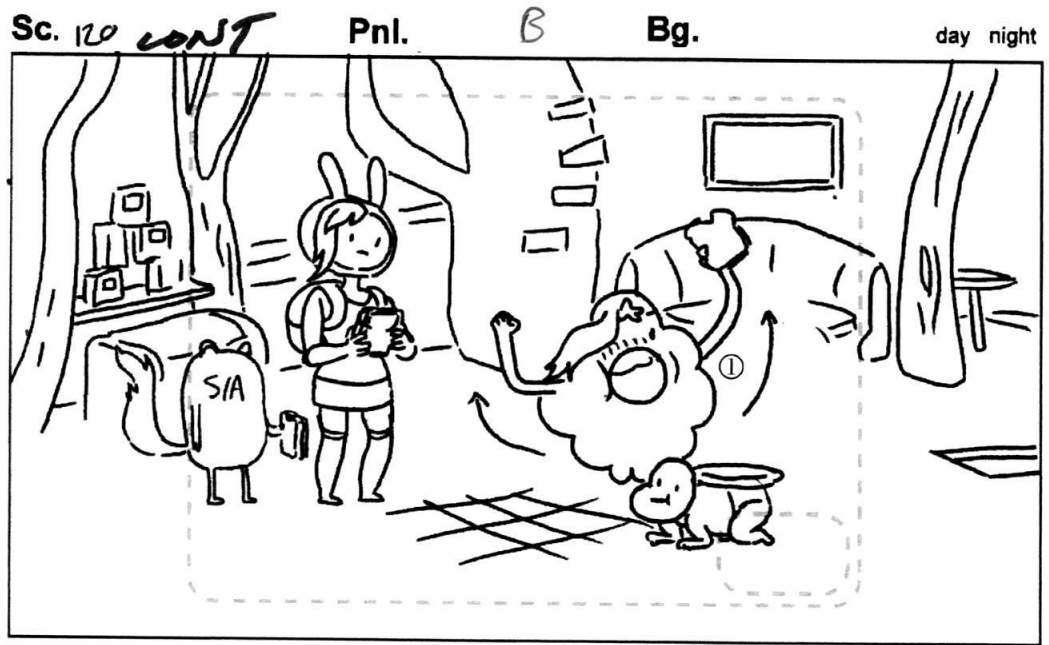
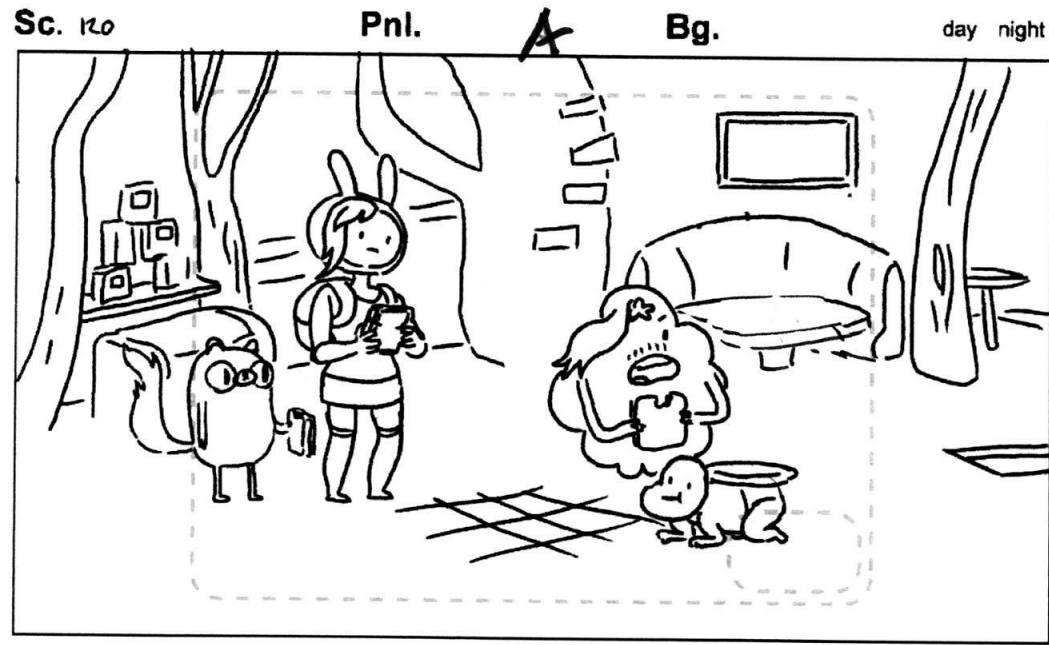
1025/167

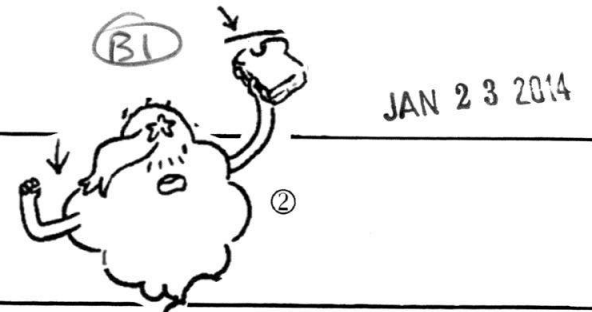
Hu  
Cut

ADVENTURE TIME



Hu  
Cut



Dialog:	LSP / <u>WHAT!</u> <u>IS!</u> <u>THIS!</u>
Action:	
Timing:	

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Ho  
Cut

# ADVENTURE TIME



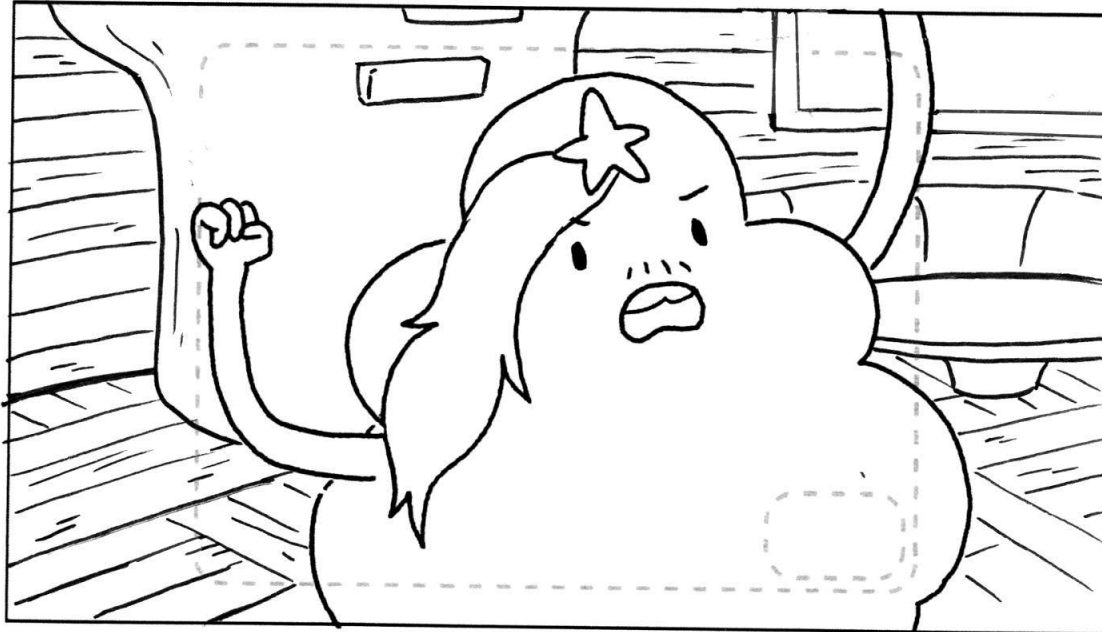
Page 175

Sc. 121

Pnl. A

Bg.

day night



Sc. 121 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

LSP/ SO CHARMING!

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# ADVENTURE TIME



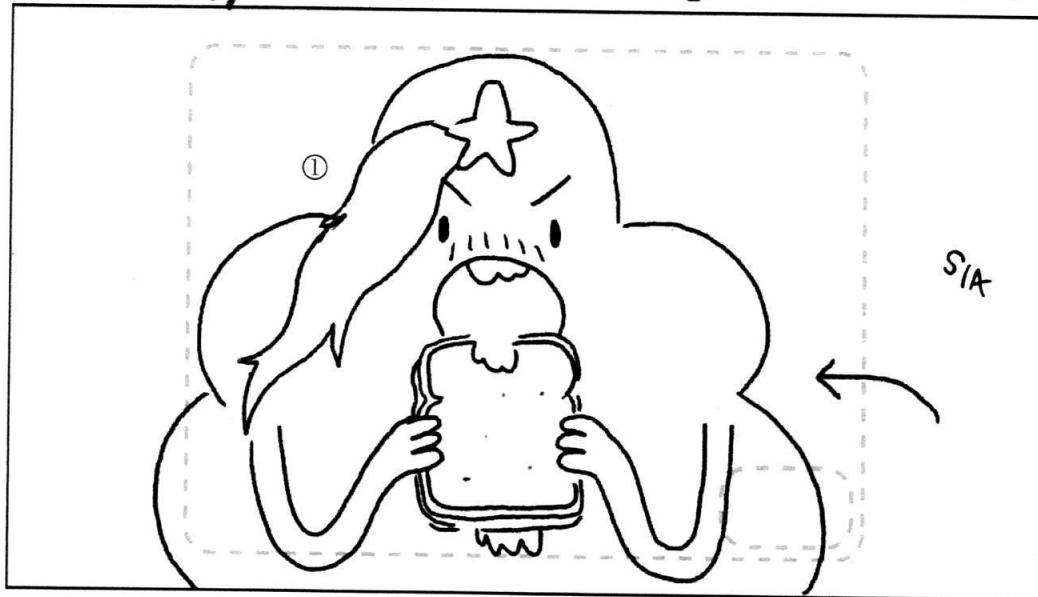
Page 176

Sc. 121 *cont*

Pnl. C

Bg.

day night



Sc. 121 *cont*

Pnl. D

Bg.

day night

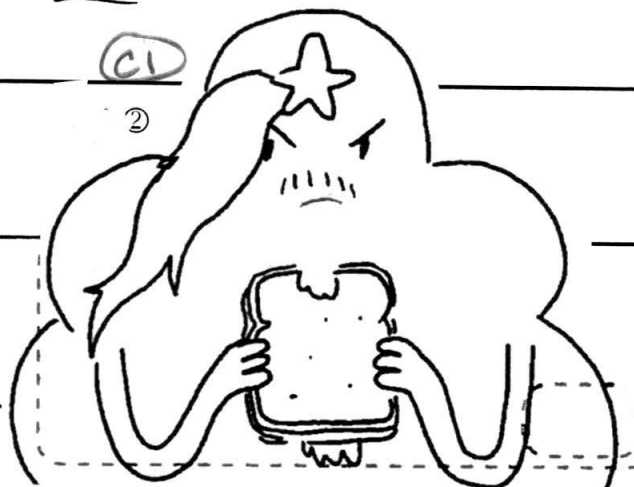


Dialog:

LSP/ SO QUIANT!

Action:

Timing:



LSP/ SO SELF-RELIANT!



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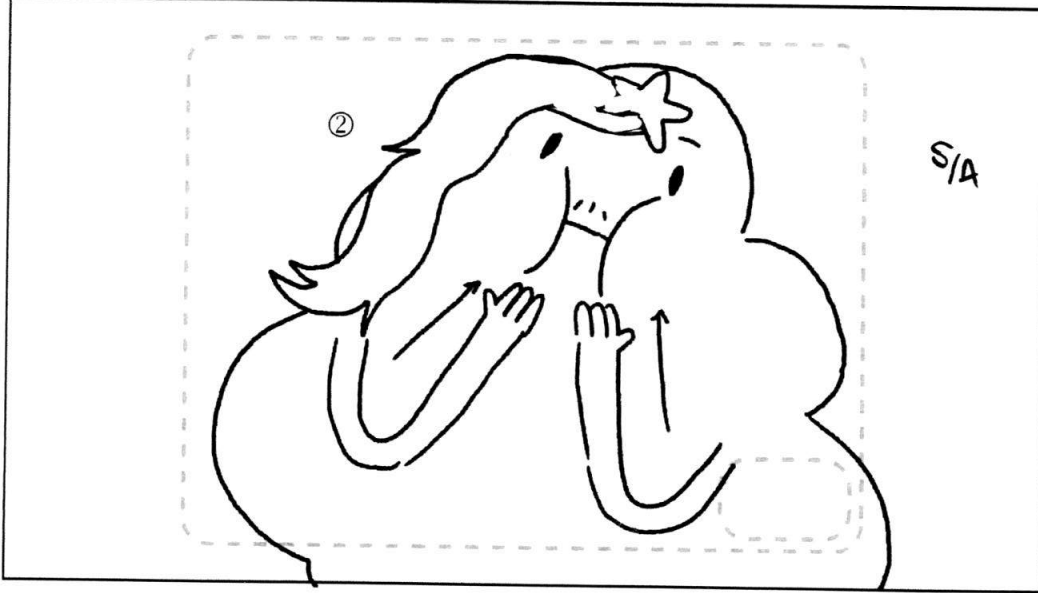


Sc. 121 *CONT*

Pnl. E

Bg.

day night

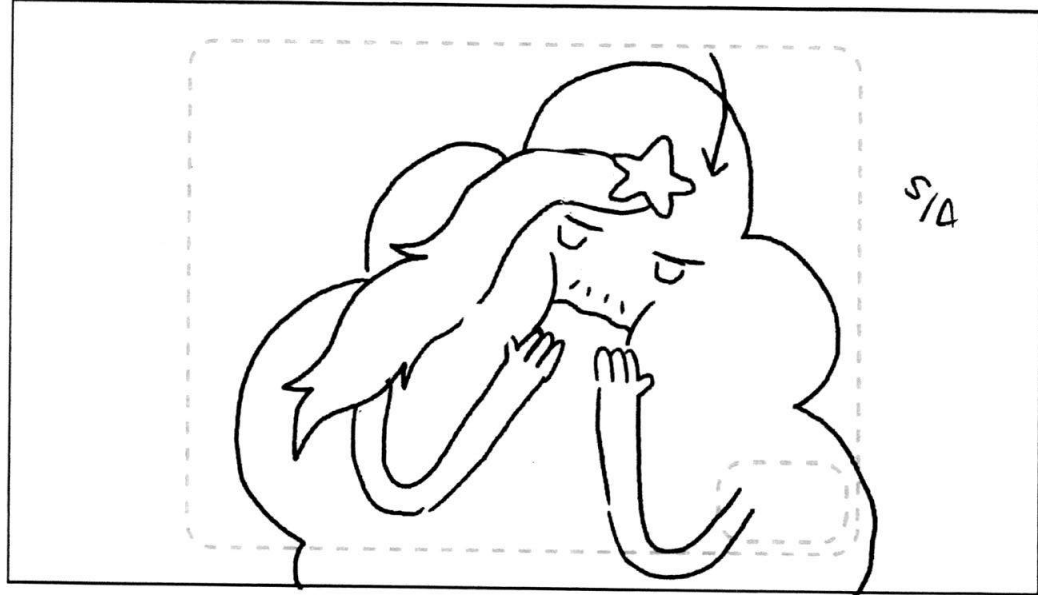


Sc. 121 *CONT*

Pnl. F

Bg.

day night

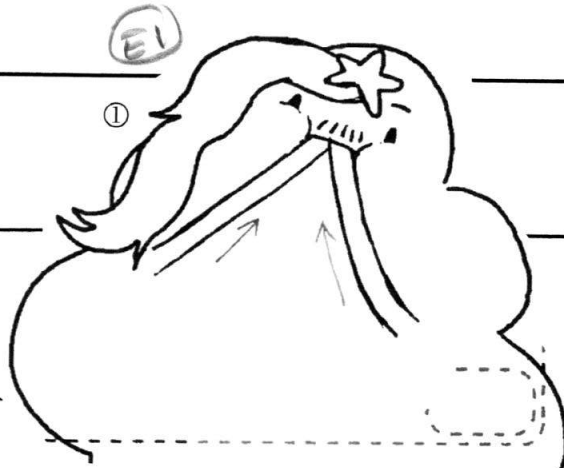


Dialog:

LSP / \* GULP \*

Action:

Timing:



JAN 23 2014

*HU*  
*cut*

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Production :

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# ADVENTURE TIME



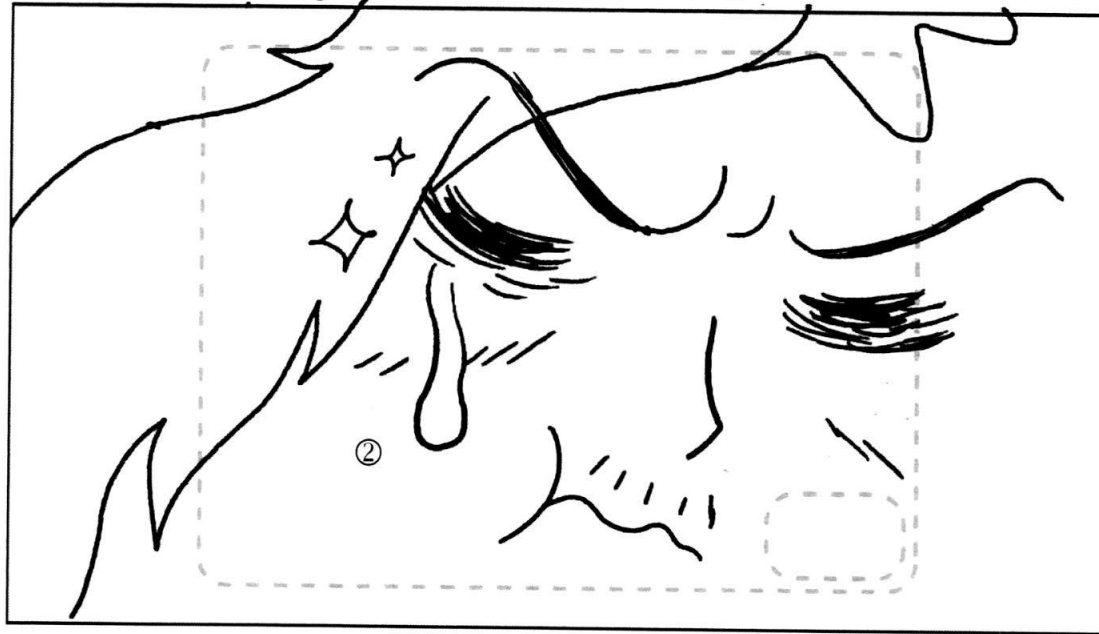
Page 179

Sc. 122

Pnl. A

Bg.

day night

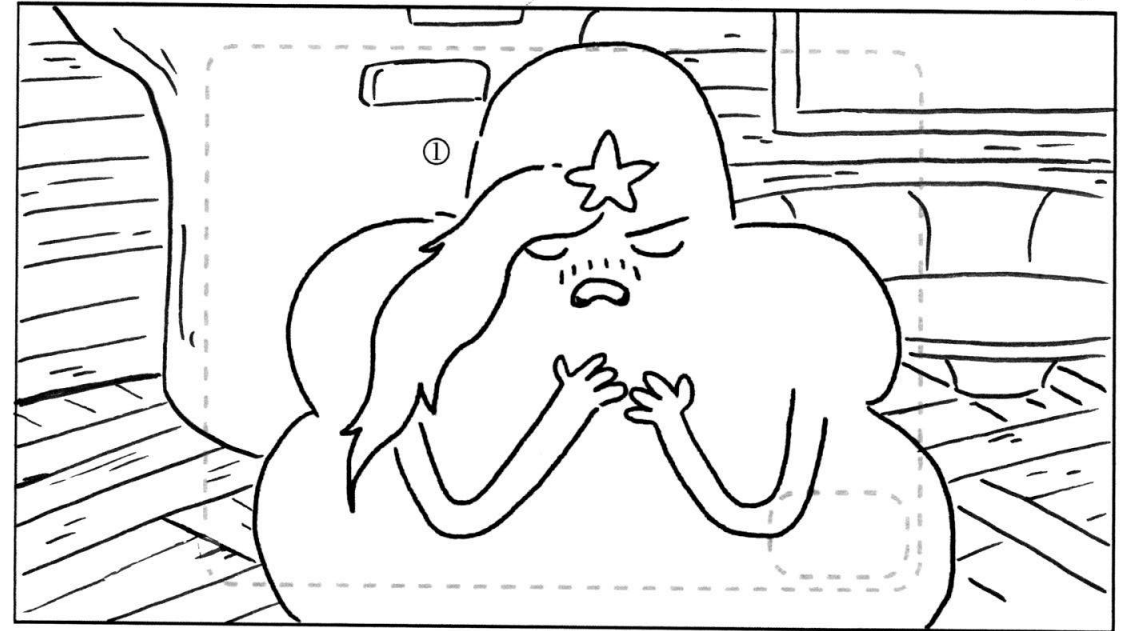


Sc. 123

Pnl. A

Bg.

day night



Dialog:

SFX: \* SHING! \*

LSP/ FOR YEARS...

LSP/ I'VE THOUGHT ONLY OF THE NEEDS  
OF MY PEOPLE. BUT WHAT ABOUT...

Action:

- SINGLE TEAR FALLS

Timing:



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# ADVENTURE TIME



Sc. 123 *CONT*

Pnl. B

Bg.

day night

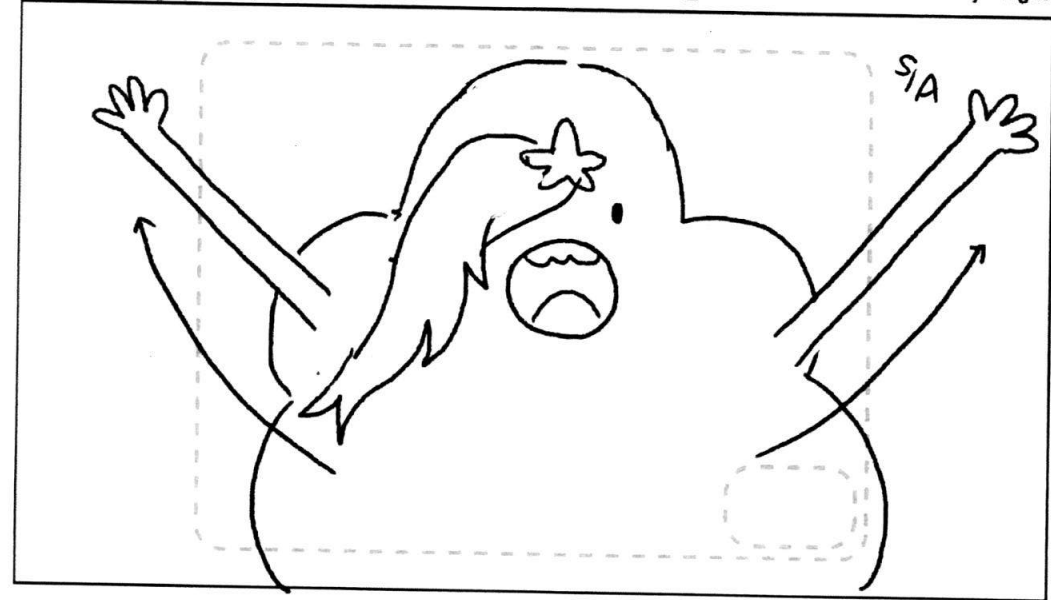


Sc. 123 *CONT*

Pnl. C

Bg.

day night



Dialog:

LSP/ Me?

LSP/ WHAT DO I NEED?

Action:

Timing:

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*Hu*  
*ant*

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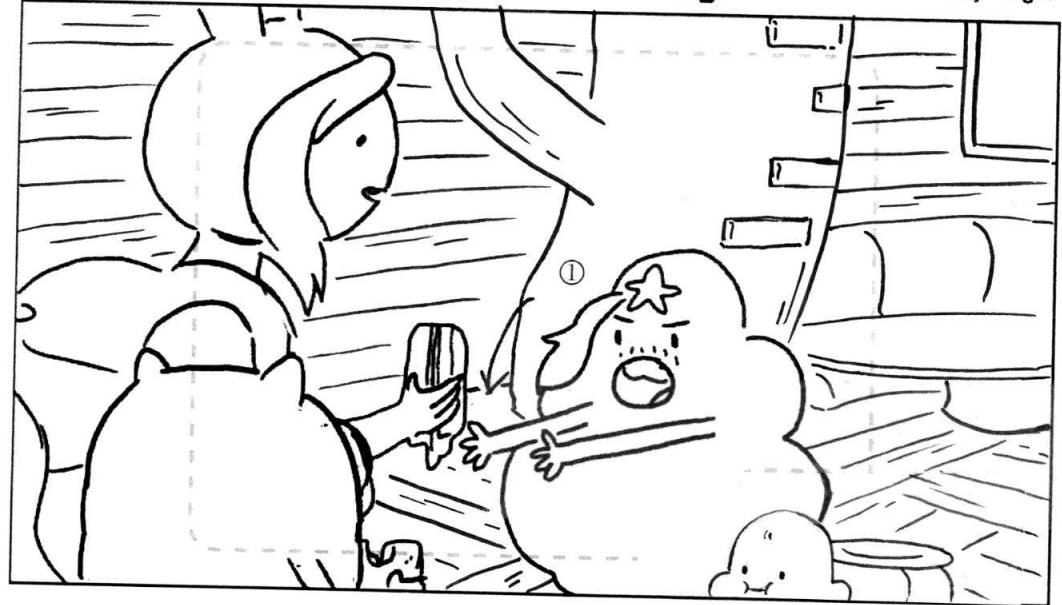
HU  
Act

# ADVENTURE TIME

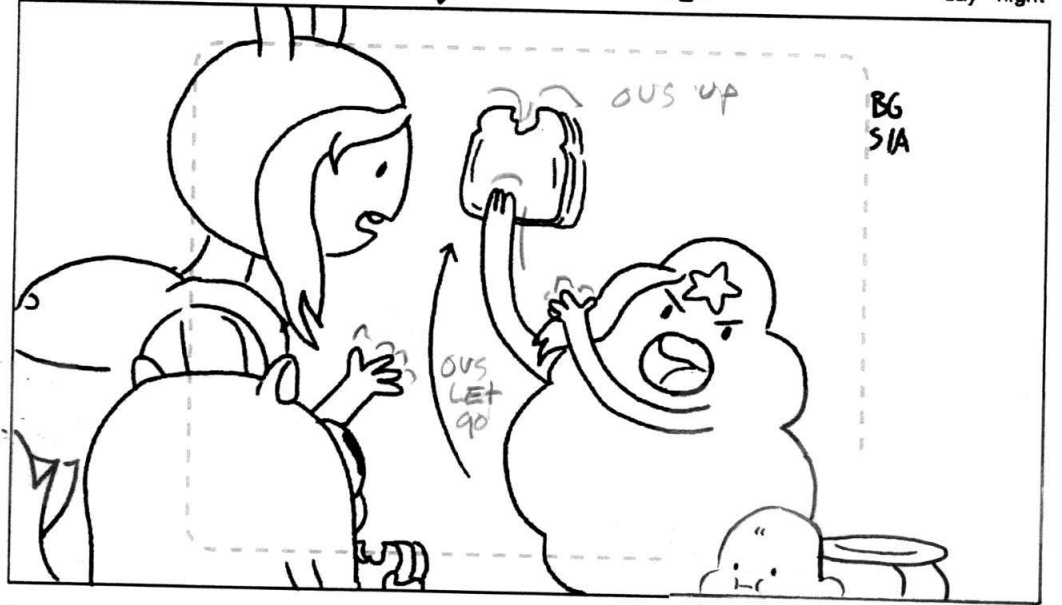


HU  
Act

Sc. 124 Pnl. A Bg. day night



Sc. 124 CONT Pnl. B Bg. day night



1025-167

EPISODE #

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Dialog:

LSP/ THIS POORLY-MADE SANDWICH HAS - -

LSP: ENLIGHTENED ME!

Action:



- LSP GRABS SANDWICH

Timing:

JAN 23 2014

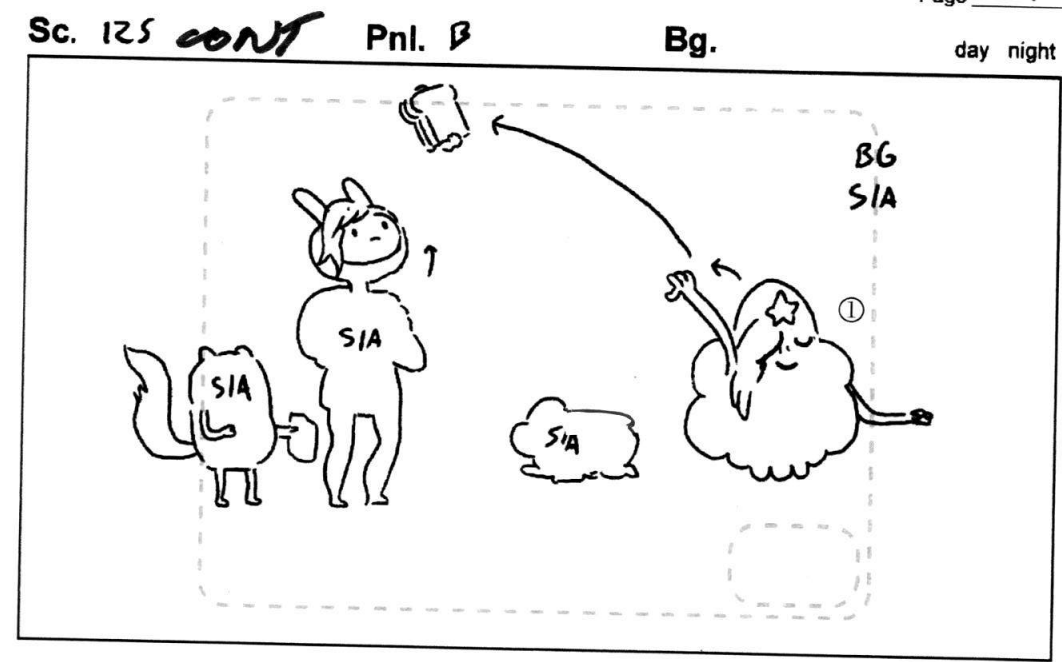
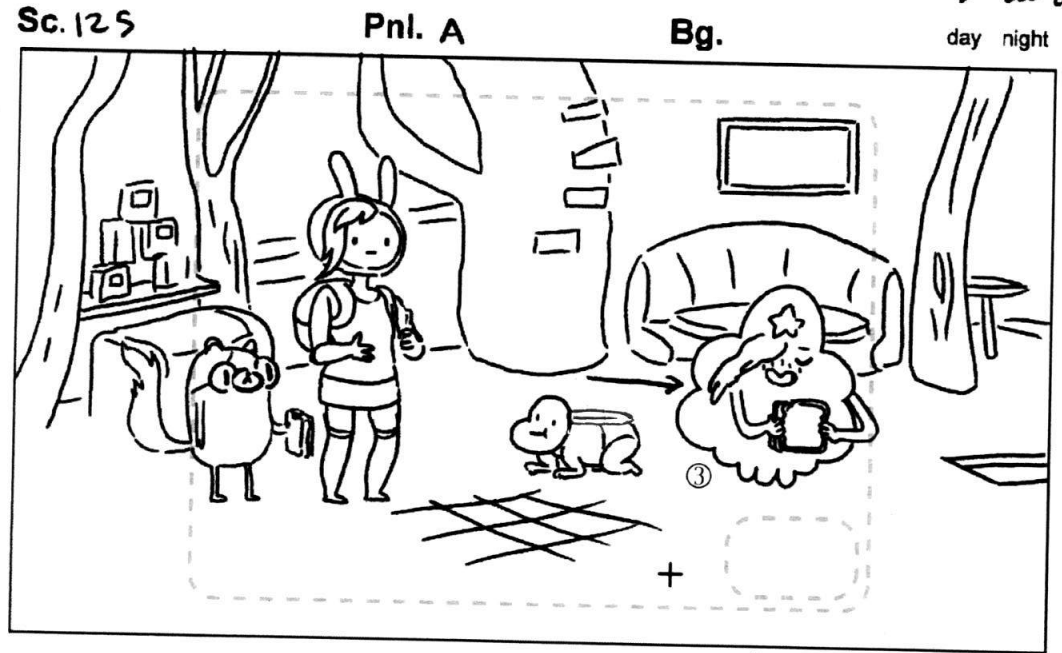
Production :

1025/167

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140  
Cut

# ADVENTURE TIME



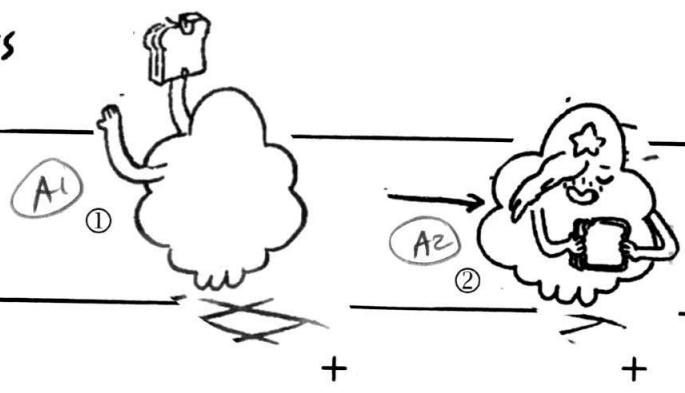
Dialog:

LSP/ HOW PLEASANT TO BE LIVING IN THE PRESENT

Action:

SONG BEGINS

Timing:



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Production :

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# ADVENTURE TIME



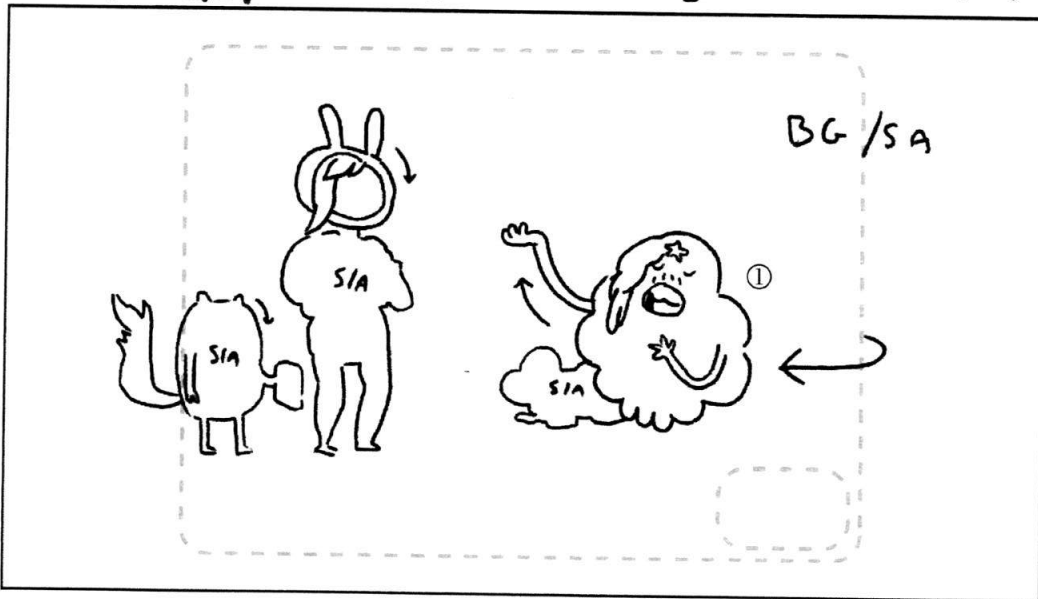
Page 182

Sc. 125 *cont*

Pnl. C

Bg.

day night

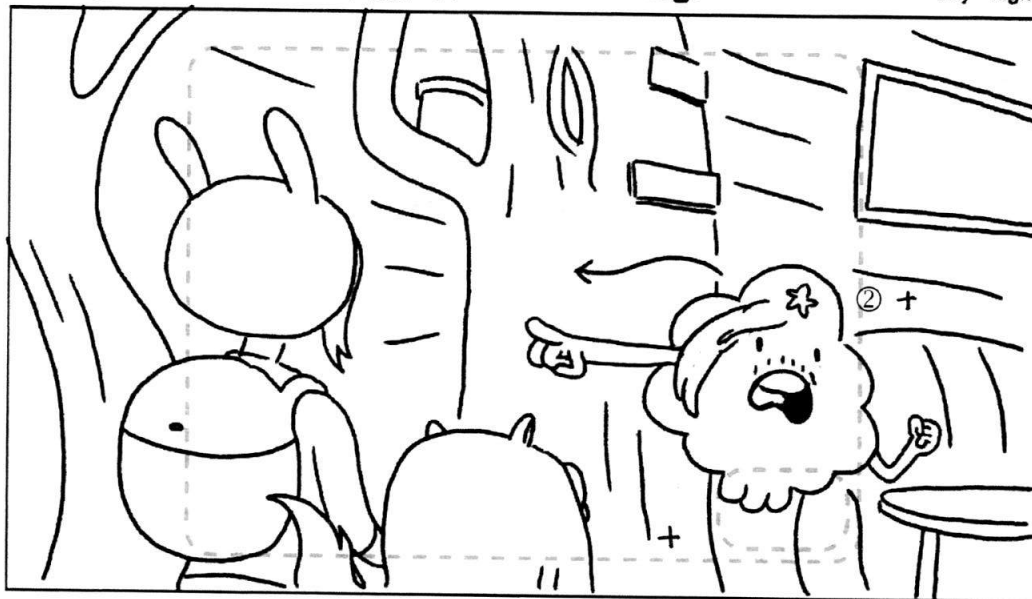


Sc. 126

Pnl. A

Bg.

day night



Dialog:

LSP / A PEASANT EATING CRUD INSTEAD OF PHEASANT

LSP / JUST LIKE THIS CAT AND DIRTY ADOLESCENT <sup>(A2)</sup>

Action:

Timing:



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Production :

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# ADVENTURE TIME



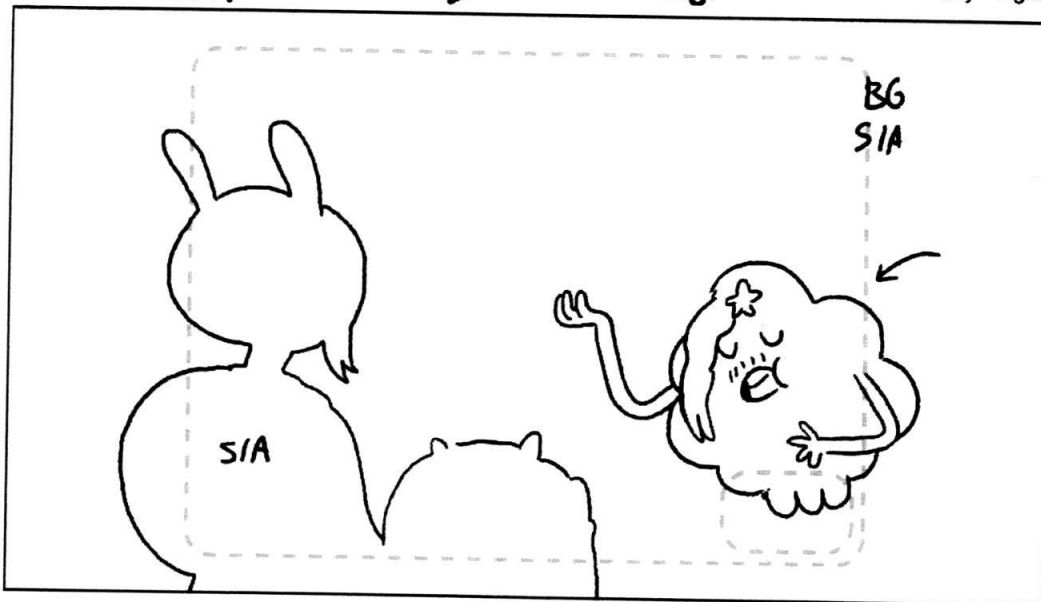
Page 182

Sc. 126 CONT

Pnl. B

Bg.

day night

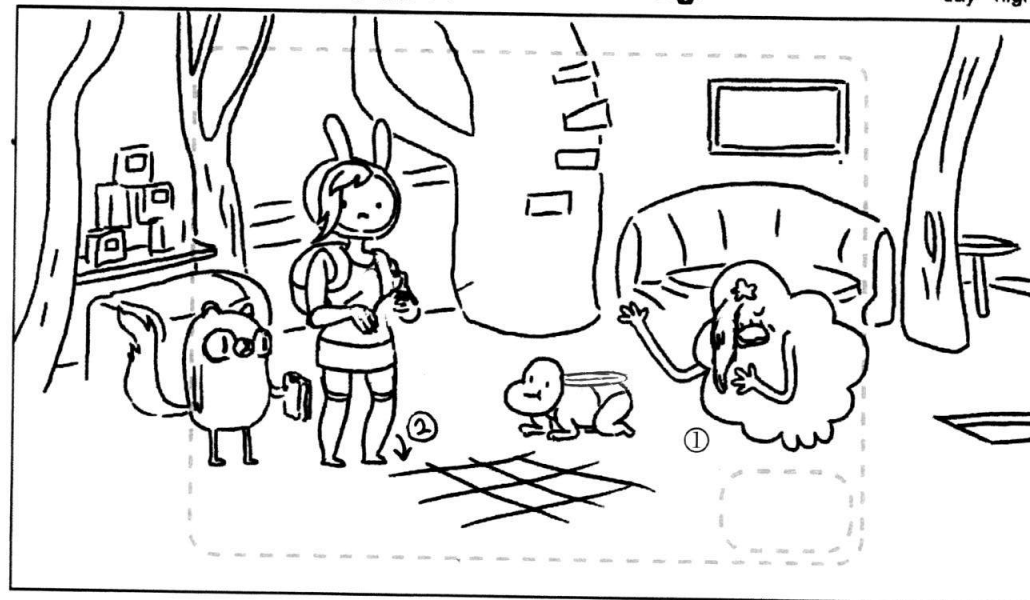


Sc. 127

Pnl. A

Bg.

day night



Dialog:

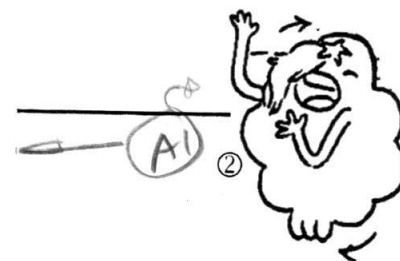
LSP/ TO FEED,

Action:

Timing:

LSP/ THAT'S ALL I NEED,

FIONA  
TAPS  
HER  
FOOT  
TO  
BEAT.  
CYCLE  
A/ A  
REPEAT.



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# ADVENTURE TIME



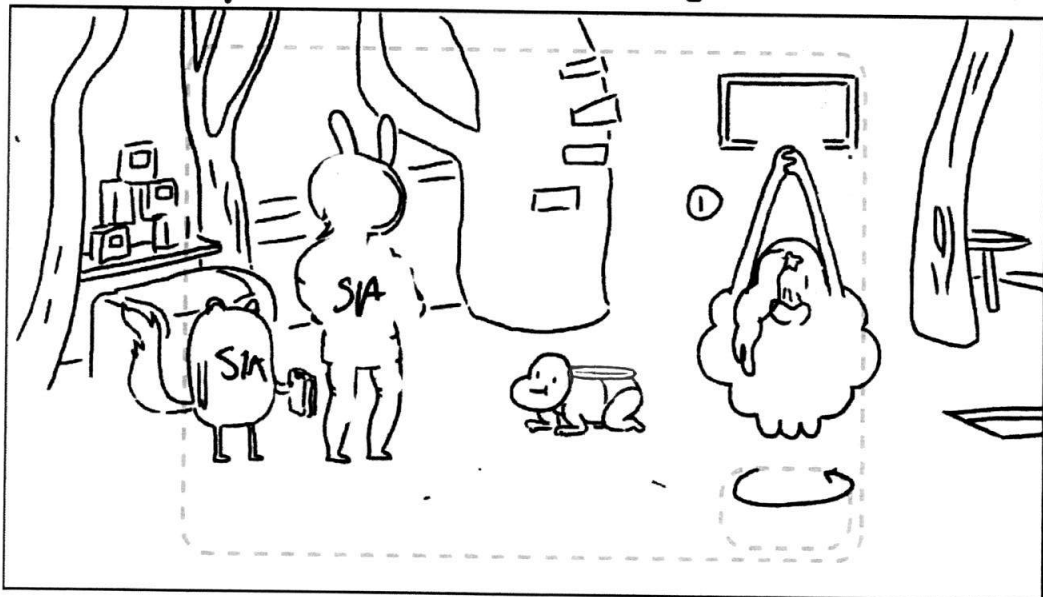
Page 104

Sc. 127 *CONT*

Pnl. B

Bg.

day night

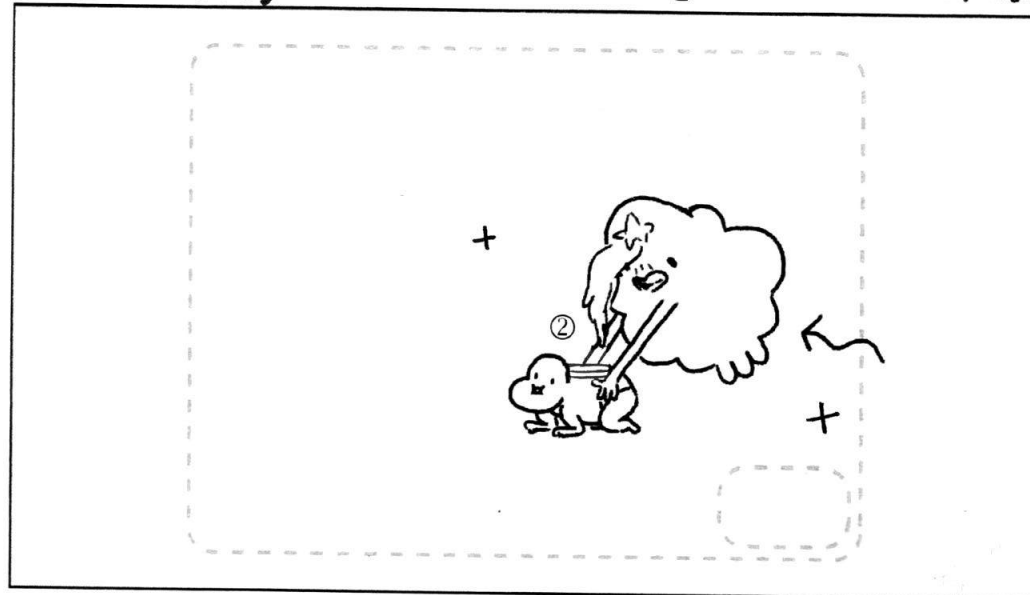


Sc. 127 *CONT*

Pnl. C

Bg.

day night

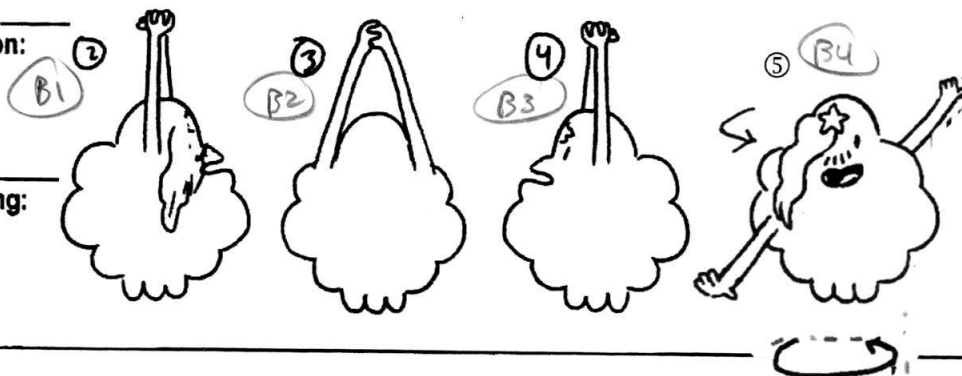


Dialog:

LSP/ I'M FAB AND FIT AND FINE AND FIRM AND ABLE

Action:

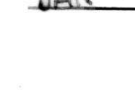
Timing:



LSP/ NO LONGER NEED A BABY  
FOR A TABLE

CYCLE ①, ②, ③, ④ REPEAT.

F+C  
BOB UP  
& DOWN  
TO BEAT.



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Production

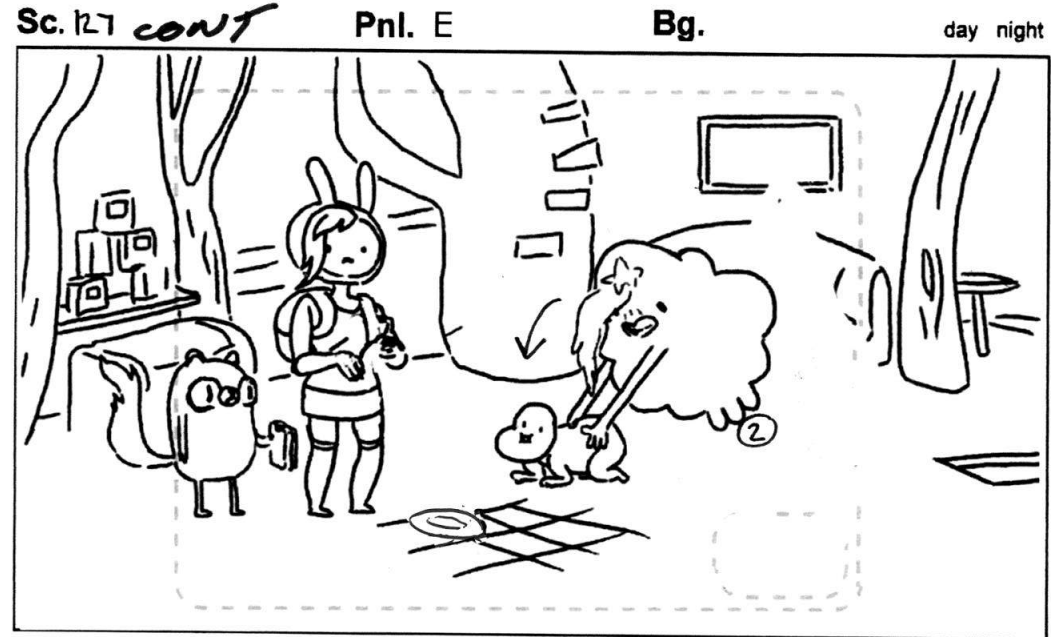
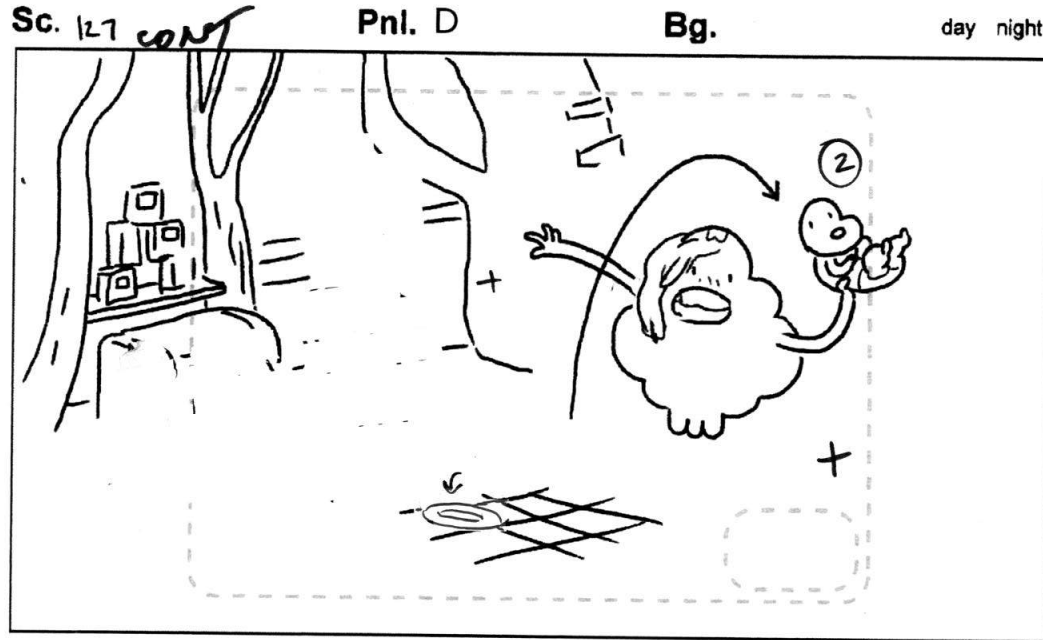
1025/167

# ADVENTURE TIME



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*cut*

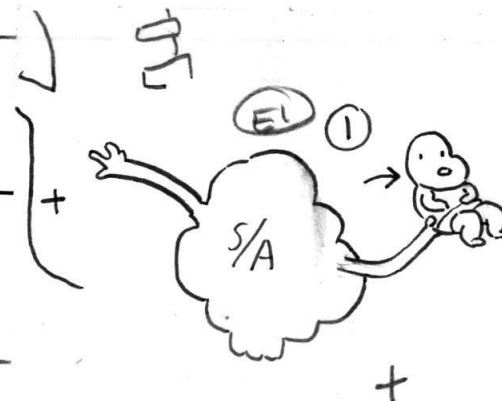


Dialog:



- F+C CONTINUE BOBBING UP & DOWN TO THE BEAT.

LSP/ CAN'T PIN ME DOWN WITH ANY KIND OF LABEL



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Production

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Cut

# ADVENTURE TIME

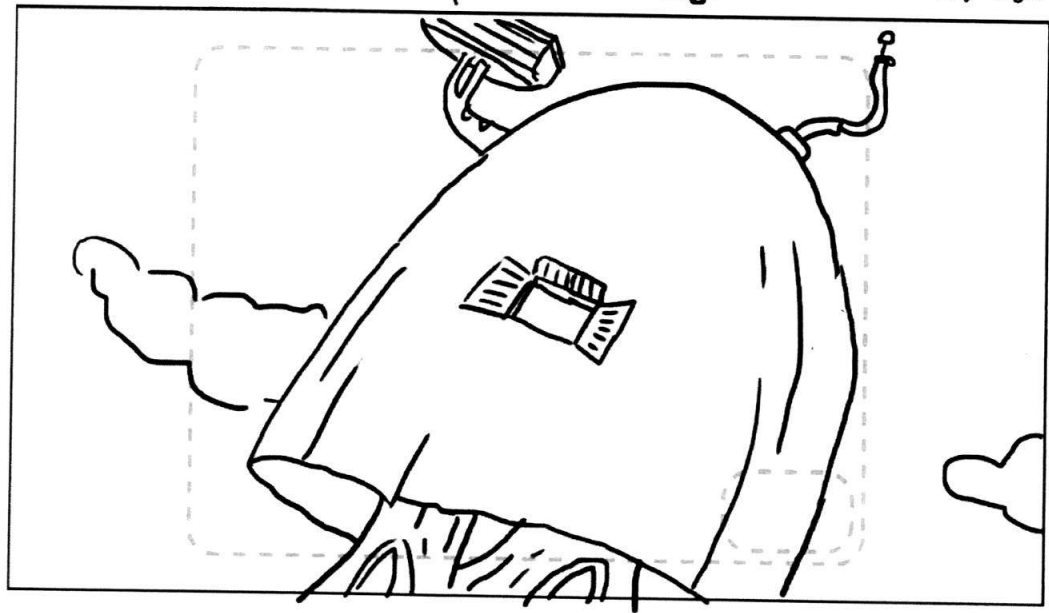


Sc. 128

Pnl. 4

Bg.

day night

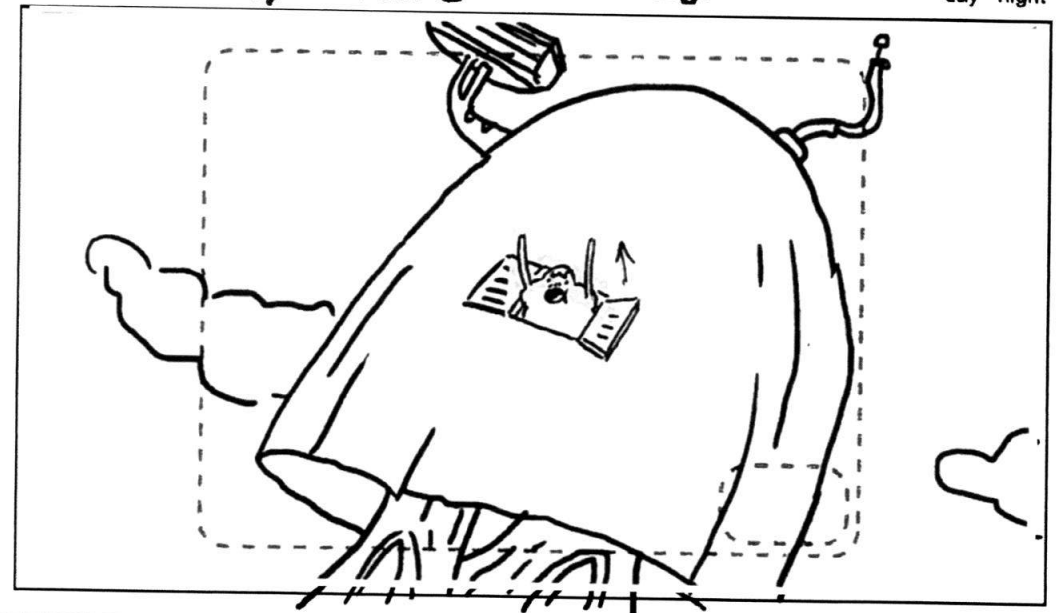


Sc. 128 *cont*

Pnl. 5

Bg.

day night



Dialog:

LSP/ I'M FREED!

Action:

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Timing:

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ADVENTURE TIME

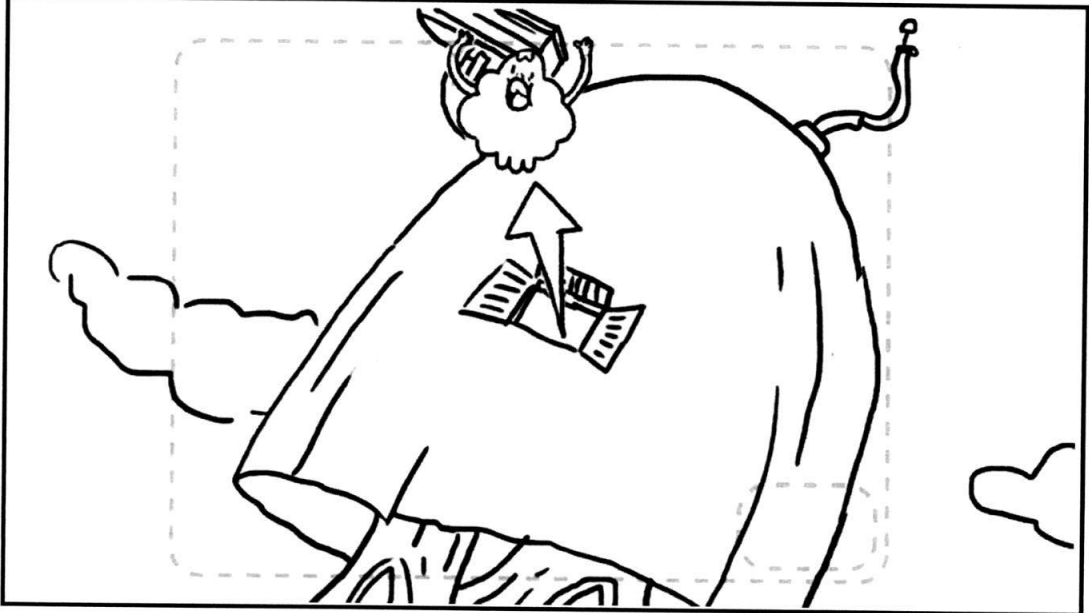


Sc. 128 *CONT*

Pnl. C

Bg.

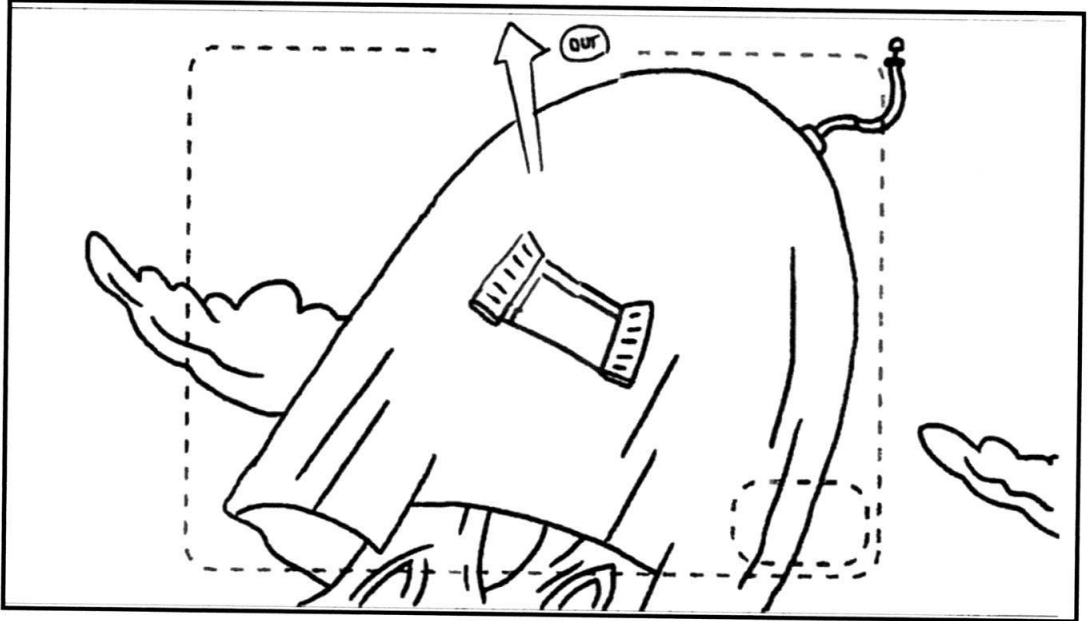
day night



Sc. 128 *CONT*

Pnl. D

Bg.



Dialog:

*LSP/ I'M FREED!*

Action:

*-LSP FLIES OUT WINDOW*

Timing:

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*187A NEXT*  
day night *cut*

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Production:

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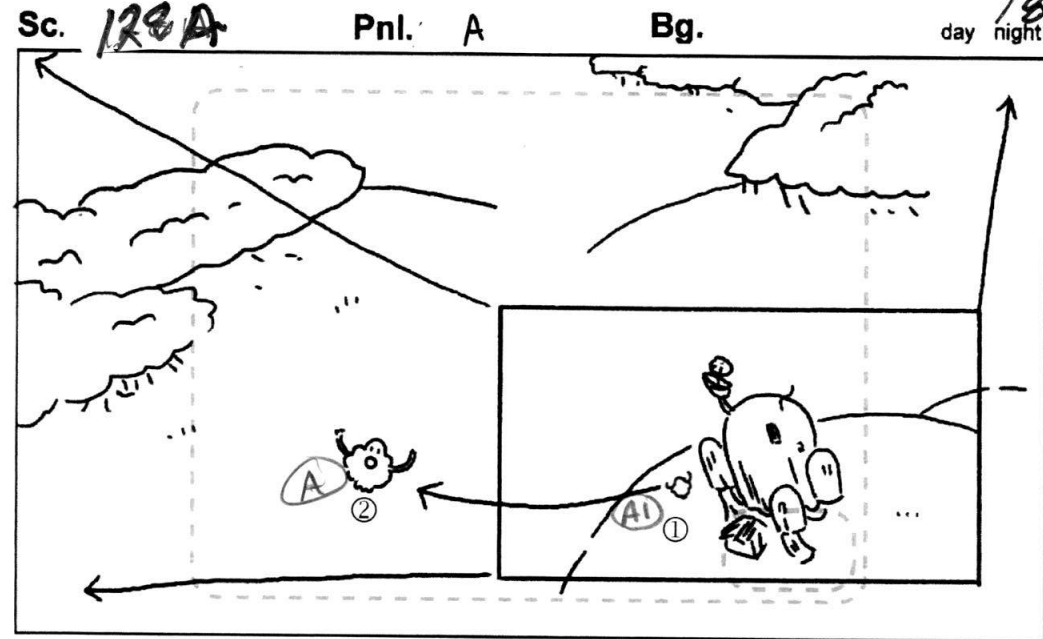
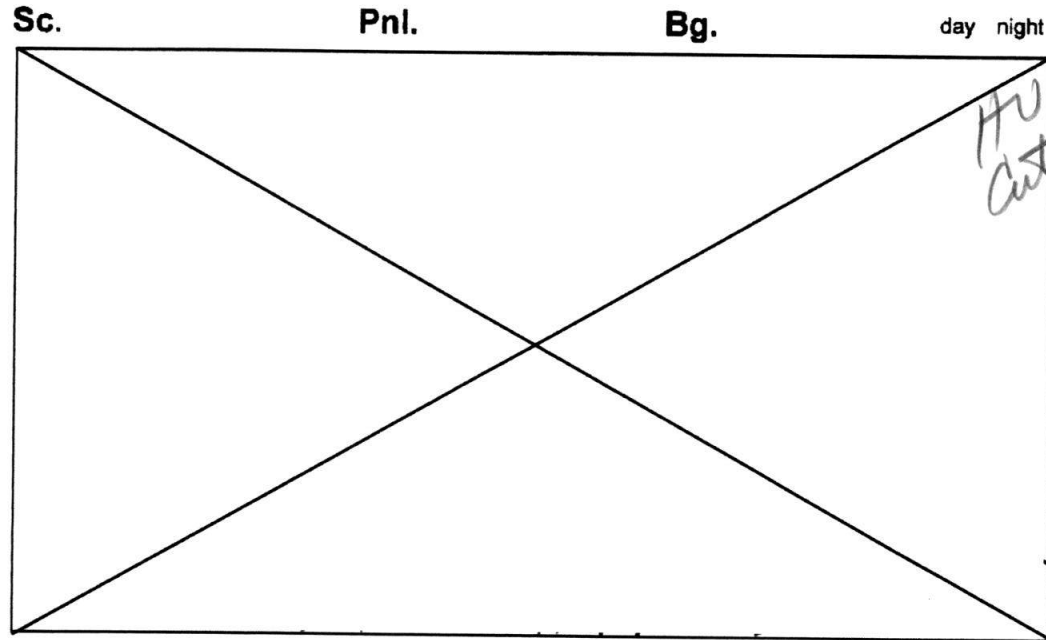
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# ADVENTURE TIME



Page 187A

188 NEXT



Dialog:

LSP I'M FREED!

Action:

-TRUCK OUT W/ LSP FLY FWD

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Timing:

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Production :

1025/167

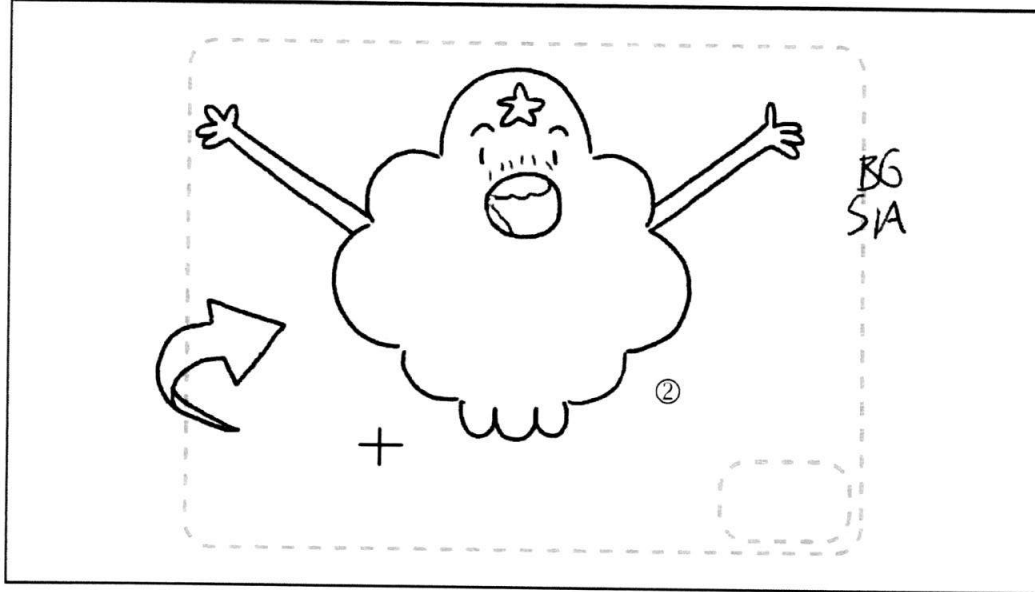


# ADVENTURE TIME

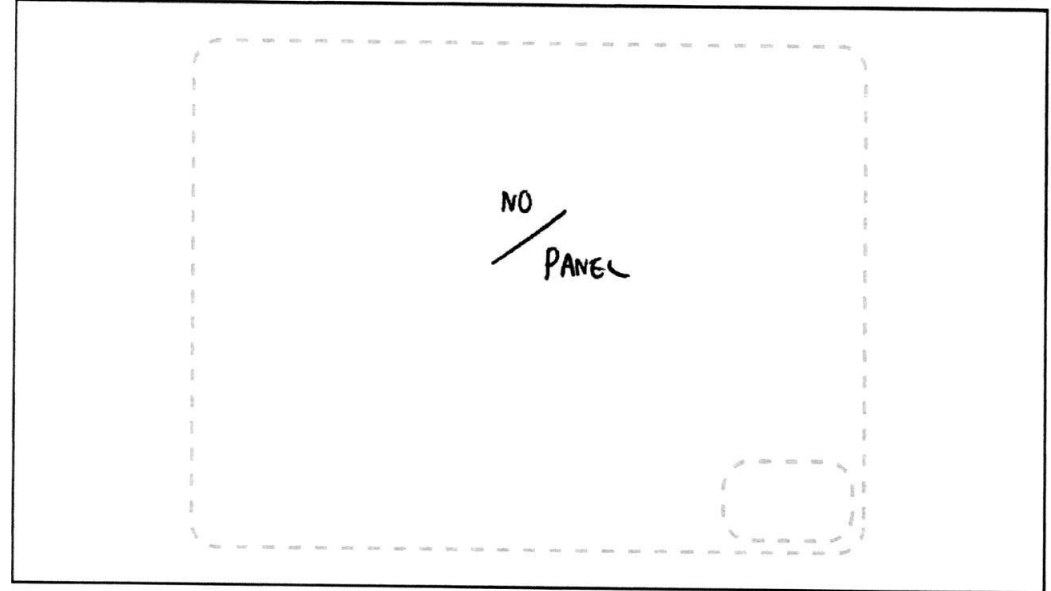


Page 100

Sc. 128A *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

*LSP cont's fly thru cam*

LSP/ THAT'S ALL I NEED!

Action:



Timing:

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Production :

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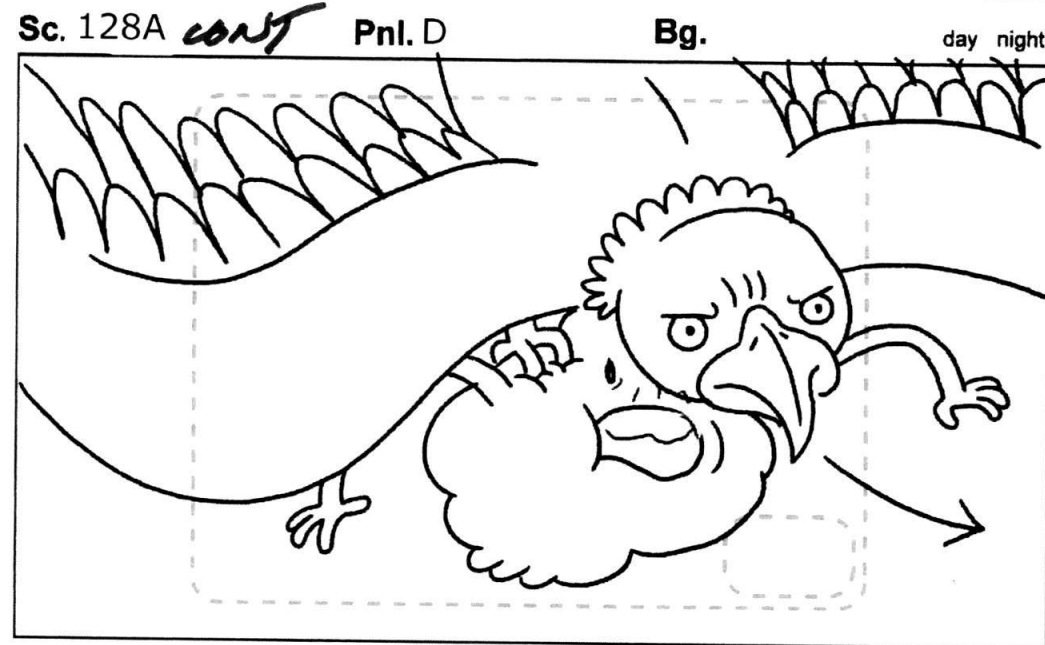
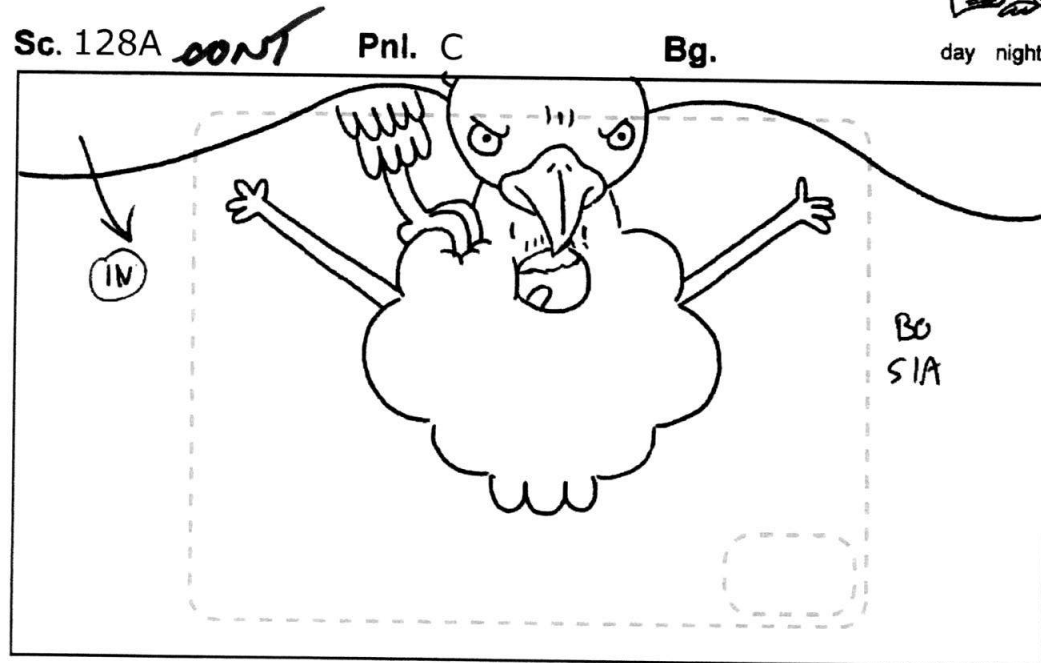
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# ADVENTURE TIME



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Dialog:

LSP/ THAT'S ALL I NEED!

Action:

- EAGLE FLIES ON/S AND GRABS LSP

Timing:

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Production :

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ADVENTURE TIME

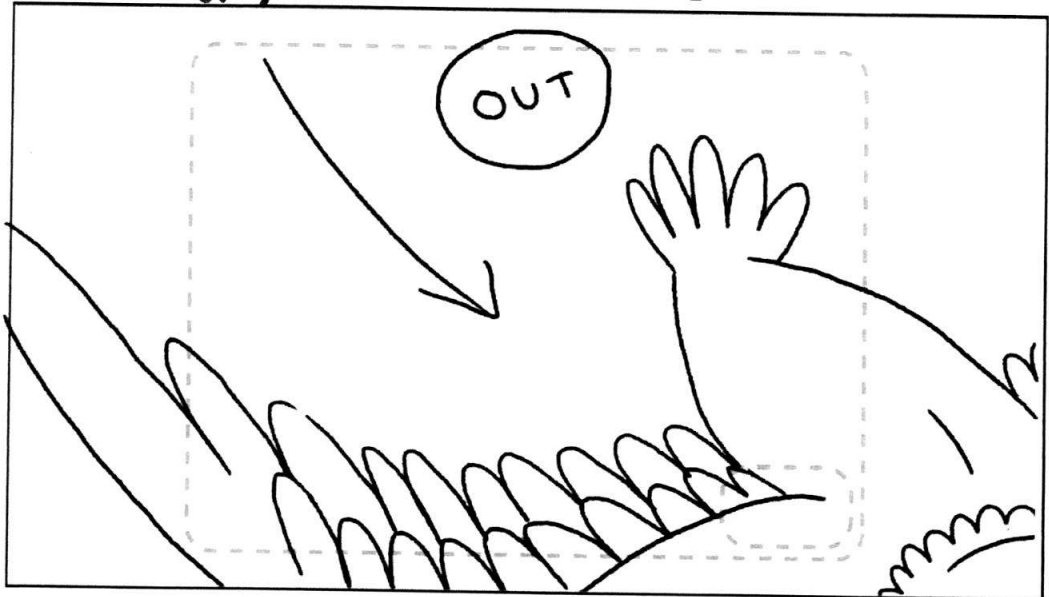


Sc. 128A *cont*

Pnl. E

Bg.

day night

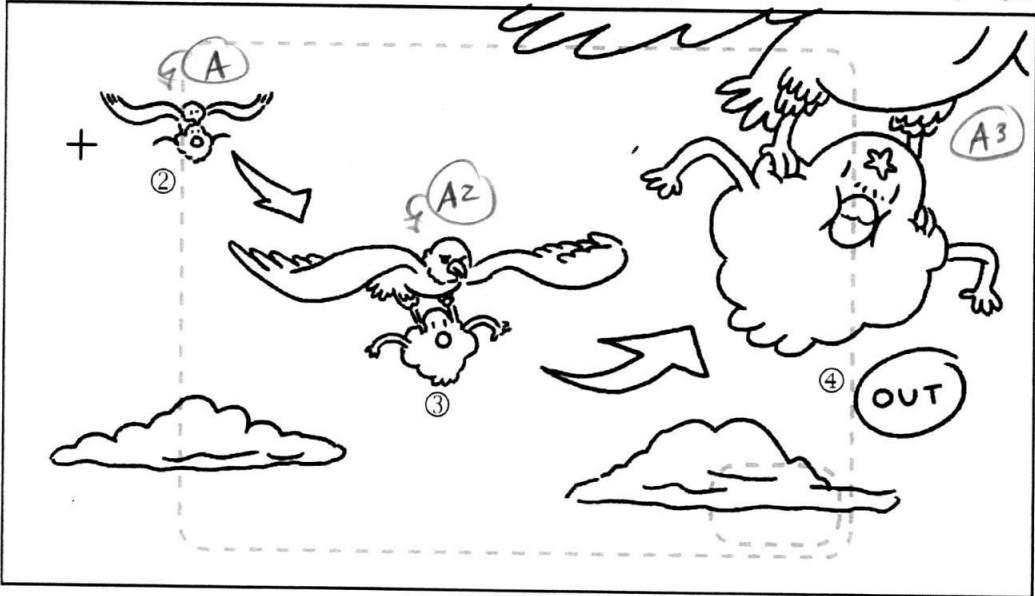


Sc. 124

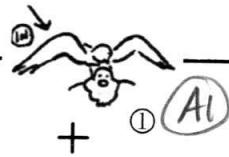
Pnl. A

Bg.

day night



Dialog:
Action:
Timing:



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*Cut*

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1025/167

Cut

# ADVENTURE TIME



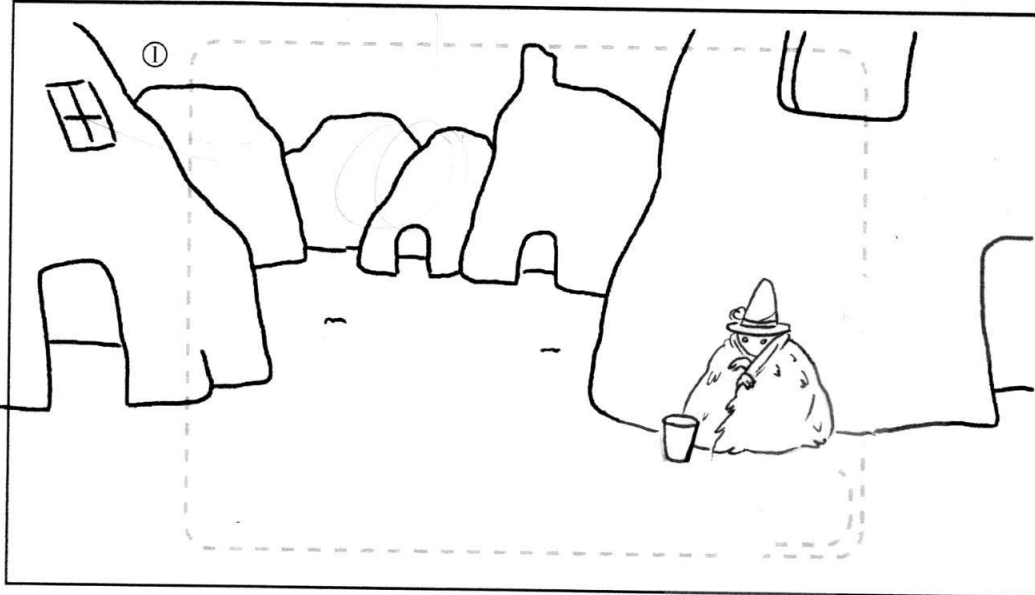
Page 191

Sc. 130

Pnl. A

Bg.

day night

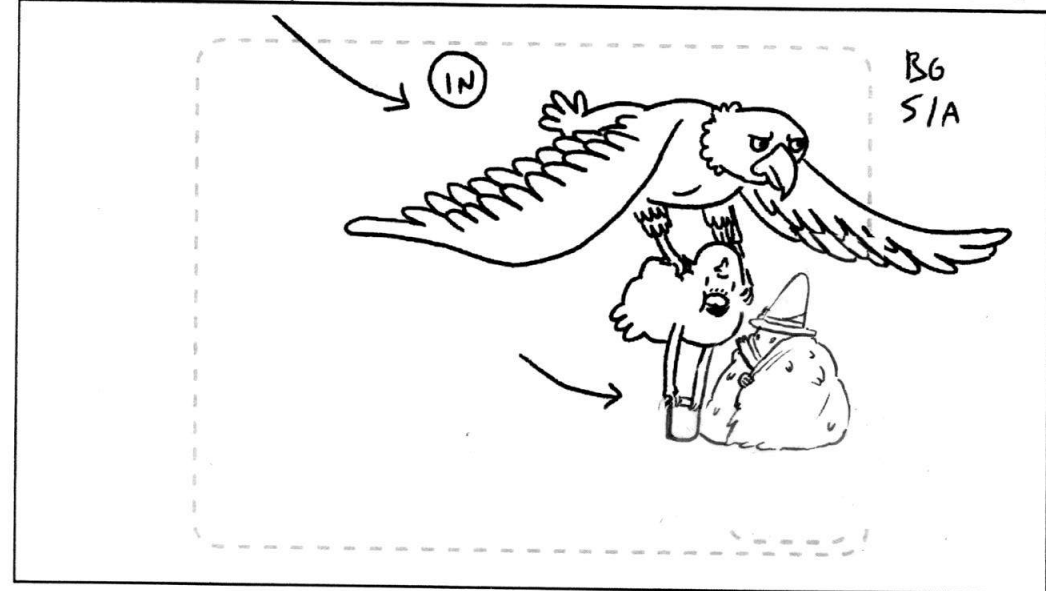


Sc. 130 CONT

Pnl. B

Bg.

day night

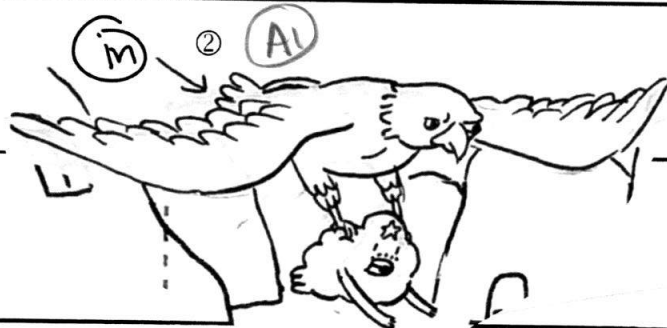


Dialog:

LSP/ I ALSO NEED THIS CUP

Action:

Timing:



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Production :

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# ADVENTURE TIME



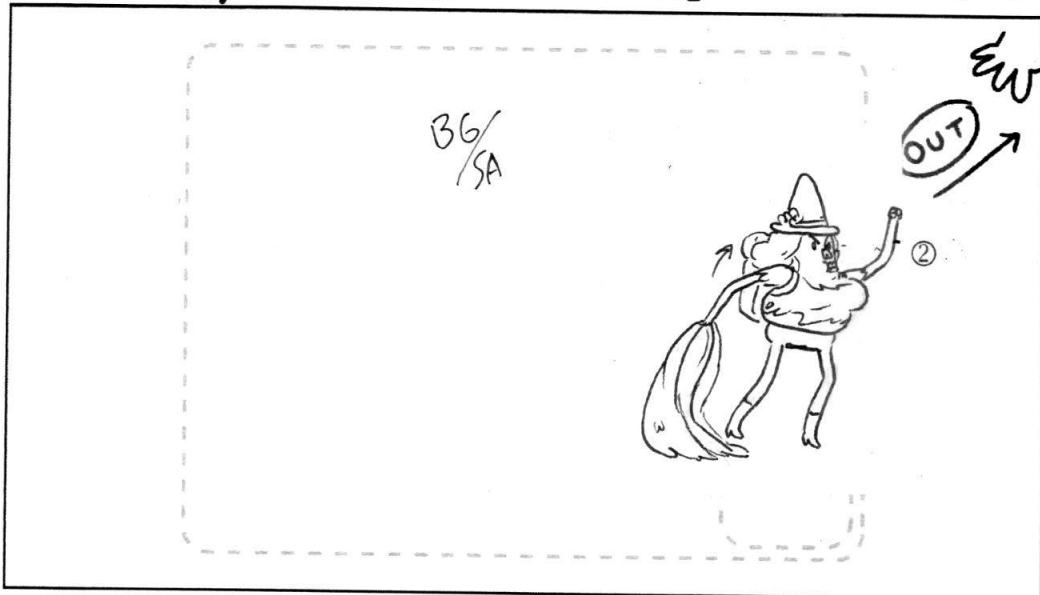
Page 192  
192A-NEXT  
day night

Sc. 130 CONT

Pnl. C

Bg.

day night



Sc. 130A

Pnl. A

Bg.



Dialog:

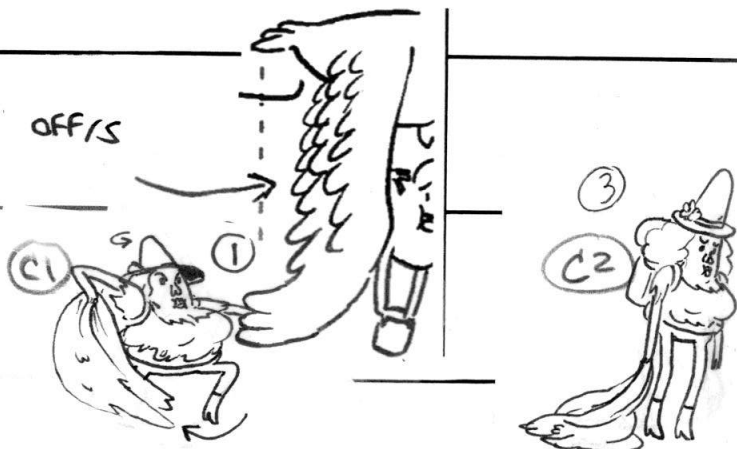
LSP/ Don't bother getting up.

LSP/ FARE WELL TO FANCY FRIENDS  
AND PARTY PLATTERS

Action:

LSP FLIES OFF/S

Timing:



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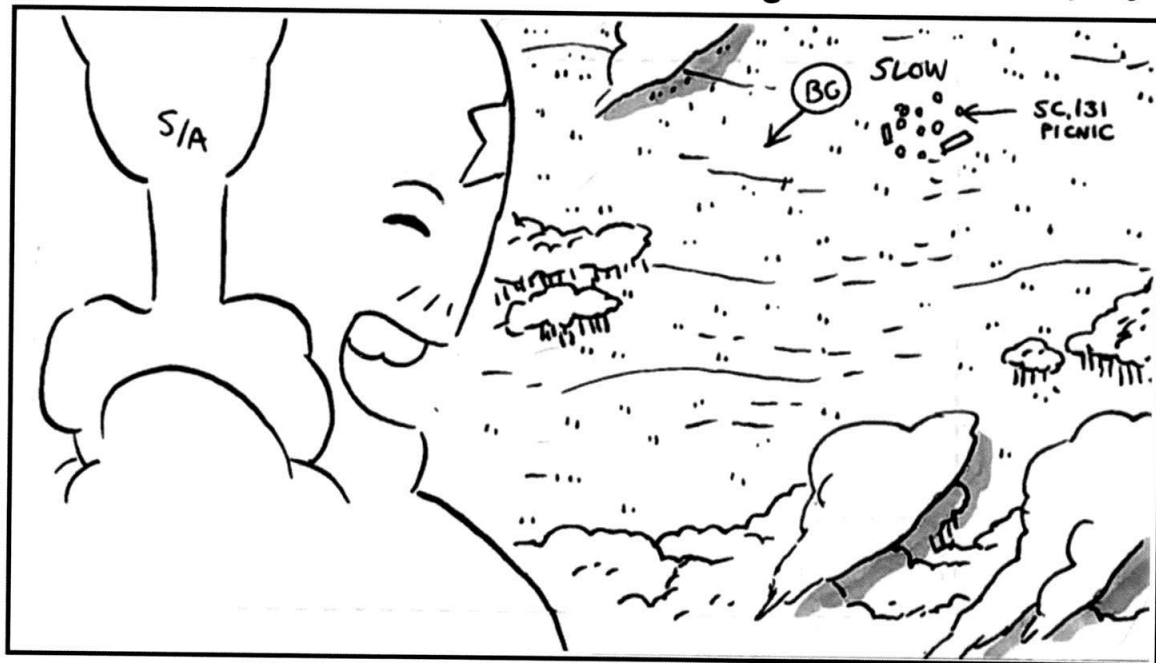


Sc. 130A *cont*

Pnl. B

Bg.

day night



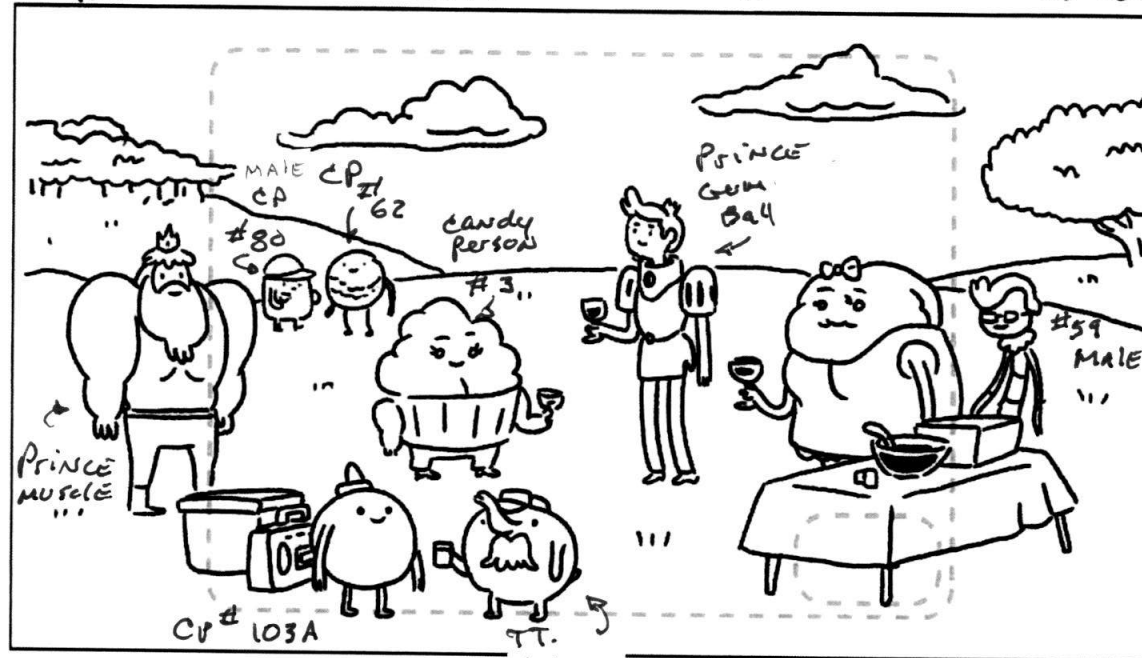
Sc. 131

Pnl. A

Bg.

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195 *Next*  
day night



Dialog:

Action:

Timing:



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Production:

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# ADVENTURE TIME



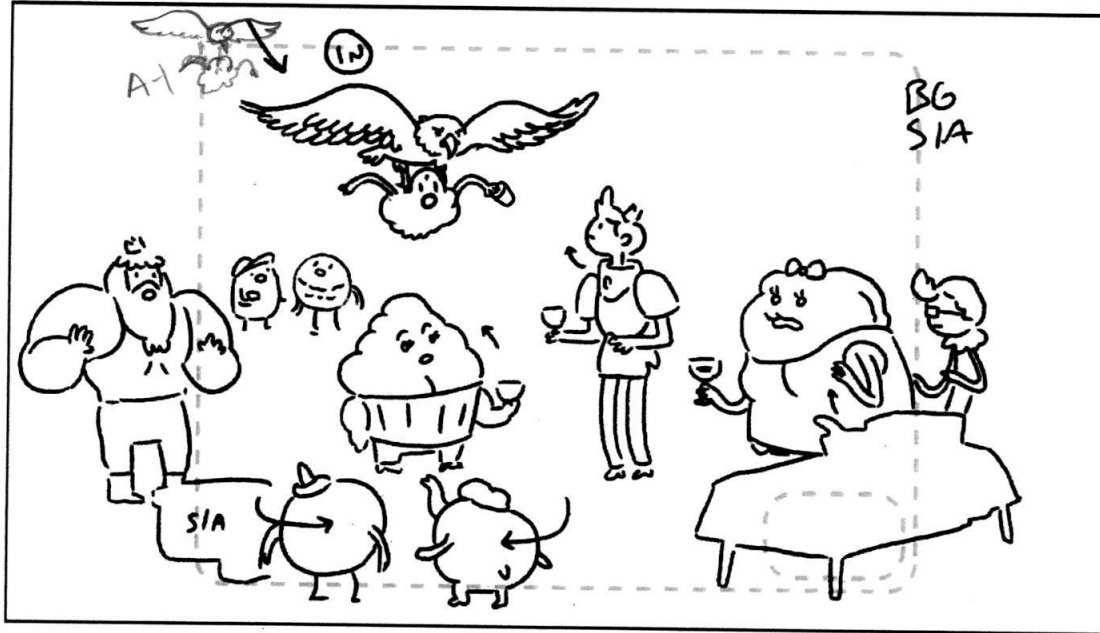
Page 193

Sc. 131 *CONT*

Pnl. B

Bg.

day night

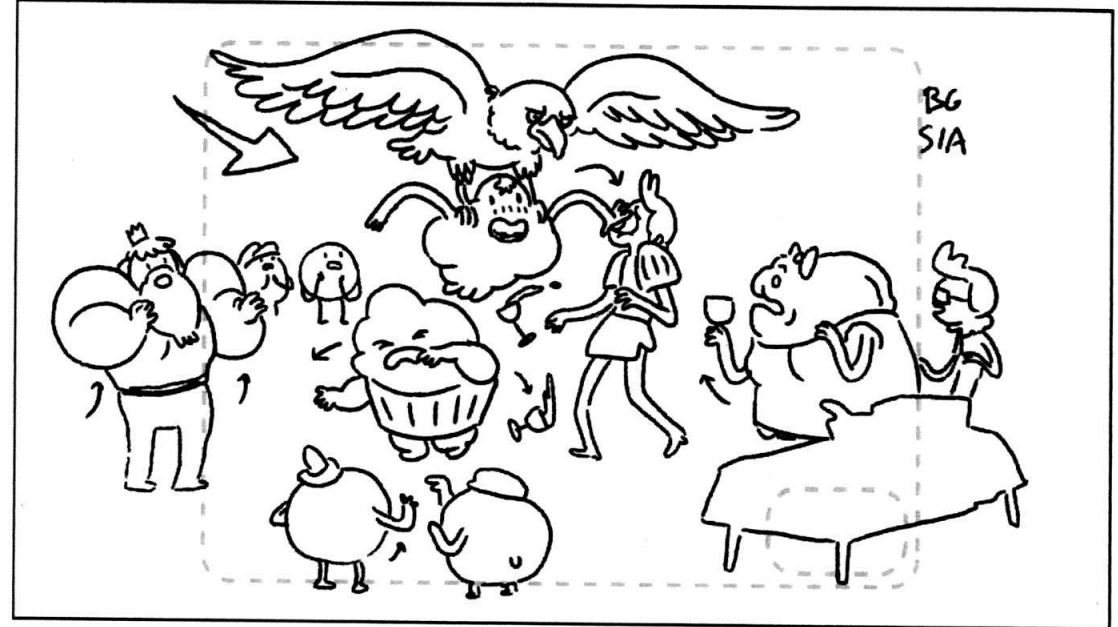


Sc. 131 *CONT*

Pnl. C

Bg.

day night



Dialog:

LSP / I'M HAPPY NOW AND THAT  
IS ALL THAT MATTERS ✓

Action:

LSP FACE - PUSHES CUP INTO  
PG'S FACE.

Timing:

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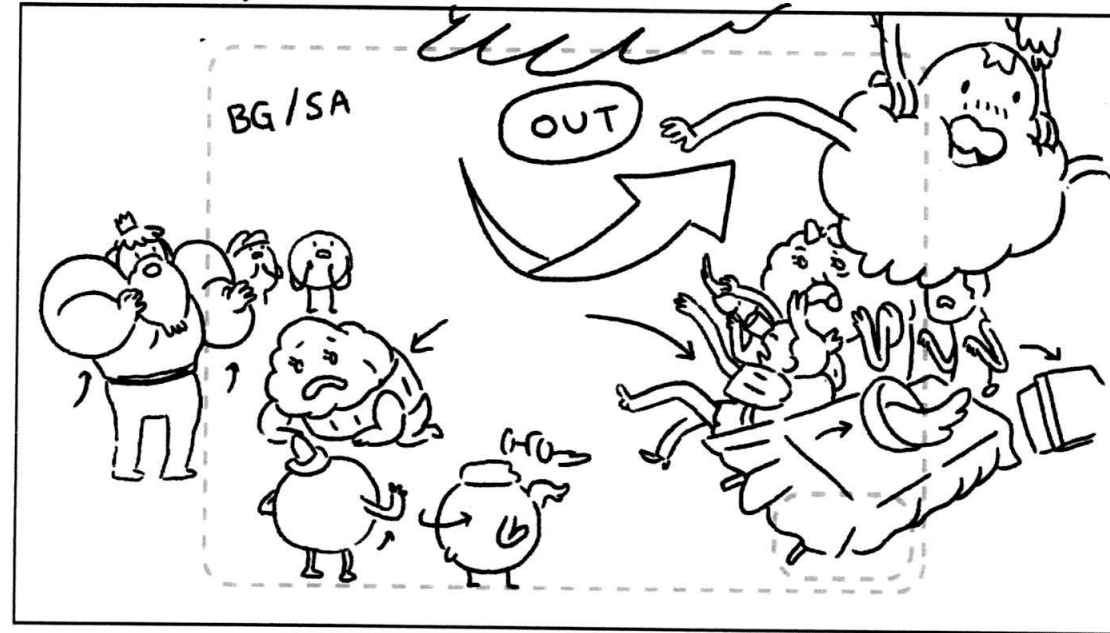


Sc. 131 *cont*

Pnl. D

Bg.

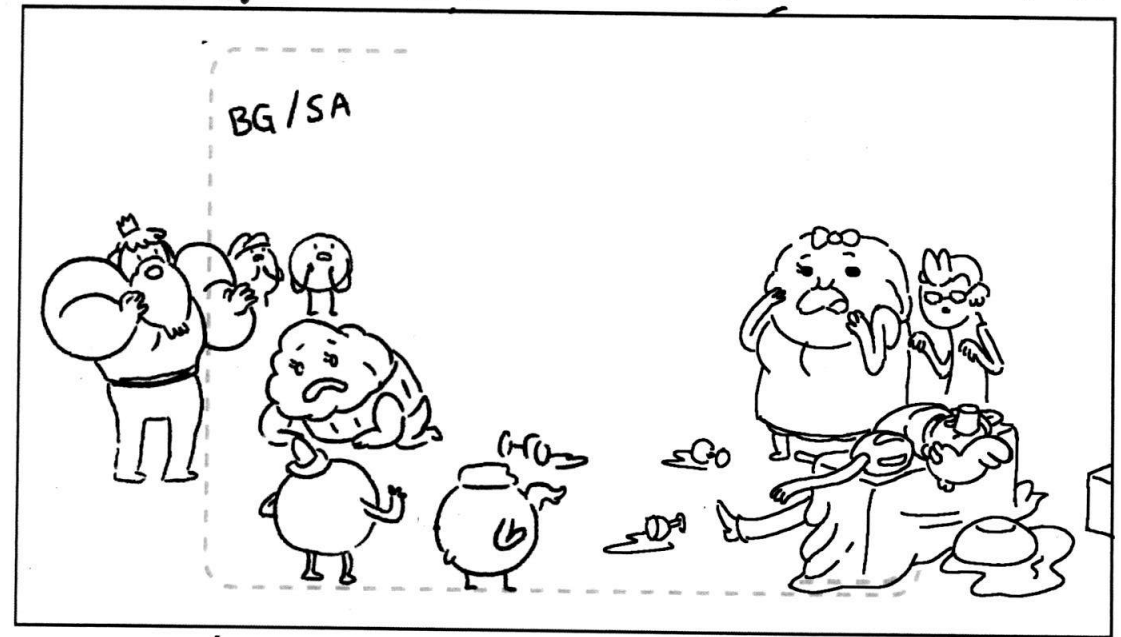
day night



Sc. 131 *cont*

Pnl. E

Bg.



Page 194  
*194A-NEXT*  
day night *cut*

Dialog:	<p><u>LSP</u> / SO TAKE MY LEAD AND HEED MY CREED</p>	
Action:	<p>-LSP KNOCKS OVER PARTY</p>	<p>-LSP FLIES ON/5</p>
Timing:	<p>JAN 23 2014</p>	

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# ADVENTURE TIME



Sc. 131 A

Pnl. A

Bg.

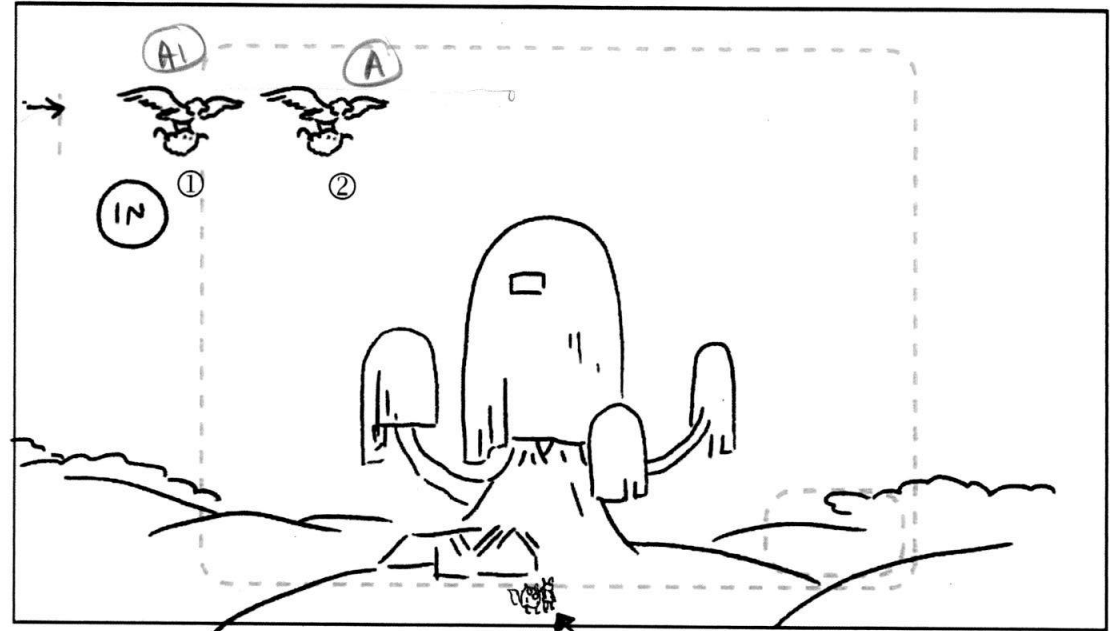
day night



Sc. 132

Pnl. A

Bg.



Dialog:

LSP / SO TAKE MY LEAD

LSP / AND HEED MY CREED

Action:

-LSP FLIES ON/5

DETAIL:

PS (A)  
F+C

Timing:



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Page 194 A  
195 NEXT  
day night

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# ADVENTURE TIME



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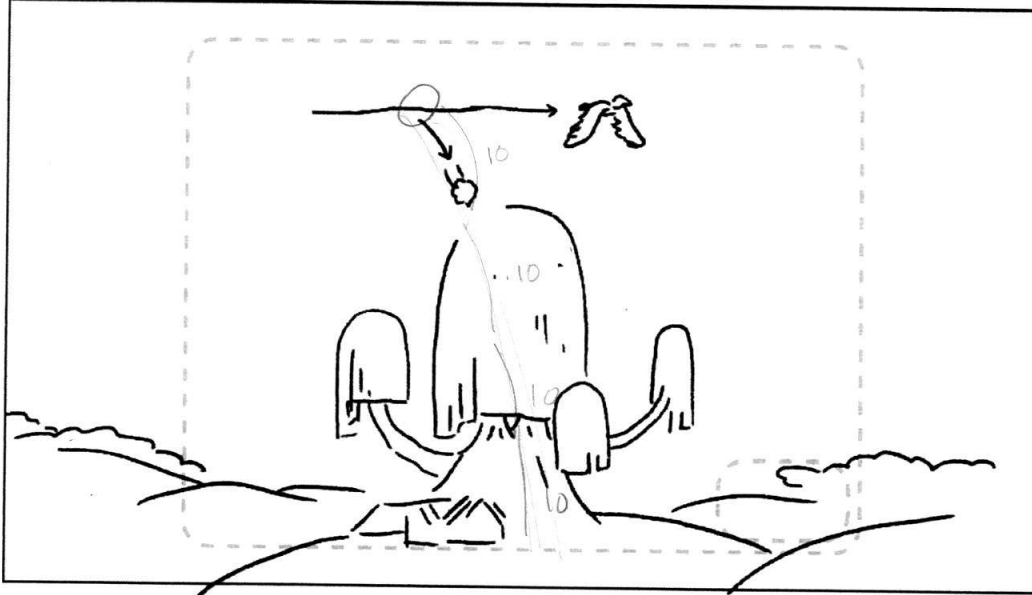
145  
cut

Sc. 132 CONT

Pnl. B

Bg.

day night

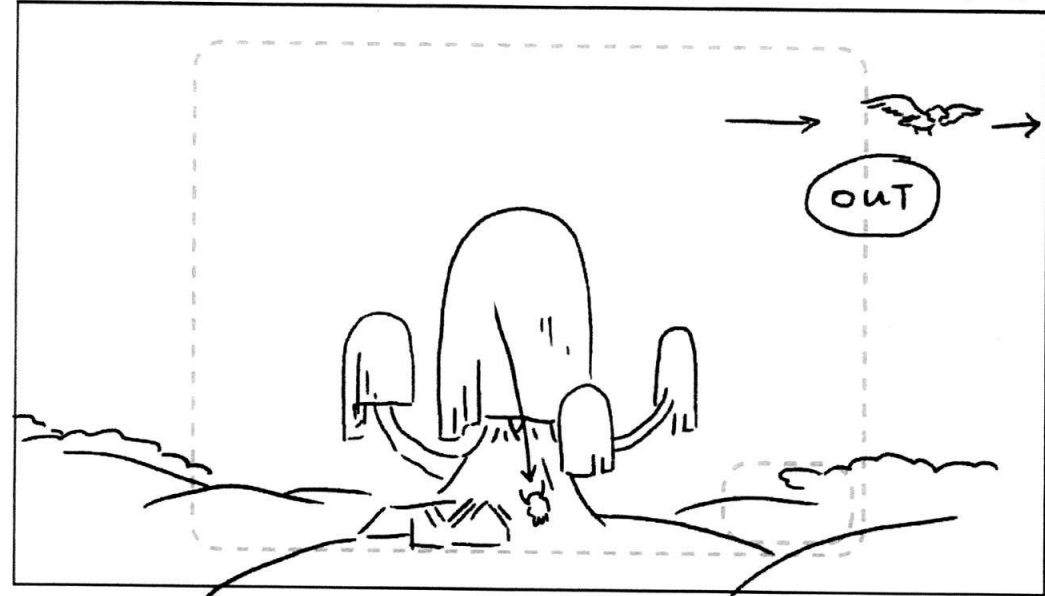


Sc. 132 CONT

Pnl. C

Bg.

day night



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Dialog:

↓  
LSP/ THAT'S ALL YOU NEED ♪

↑ (O/S)  
LSP/ THAT'S...

Action:

- EAGLE RELEASES LSP

- LSP LANDS IN FRONT OF HOUSE.

Timing:

JAN 23 2014

Production :

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1025/167

1025/167

Ho cut

# ADVENTURE TIME

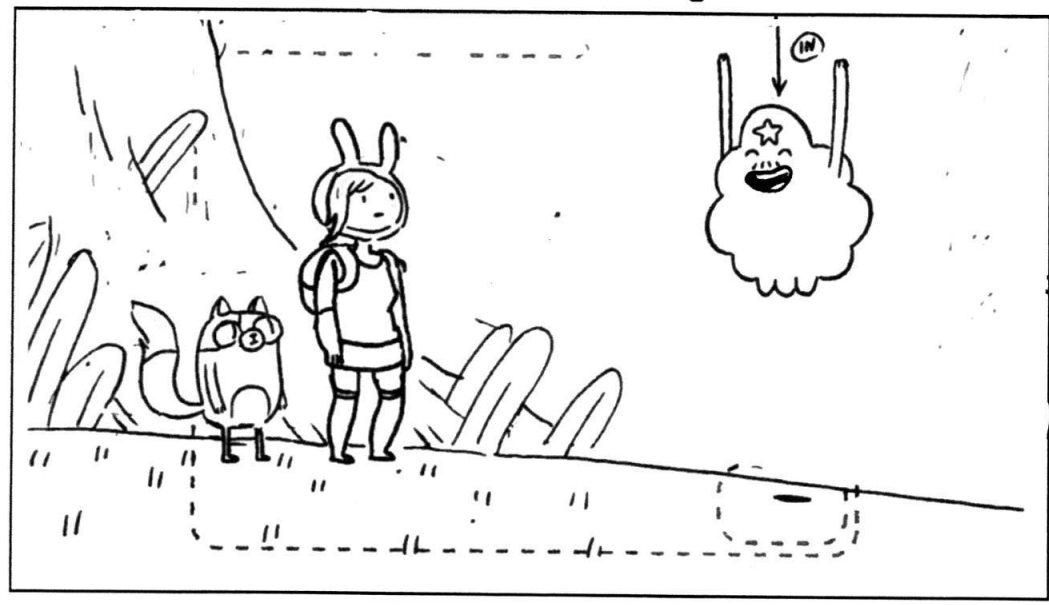


Sc. 133

Pnl. A

Bg.

day night

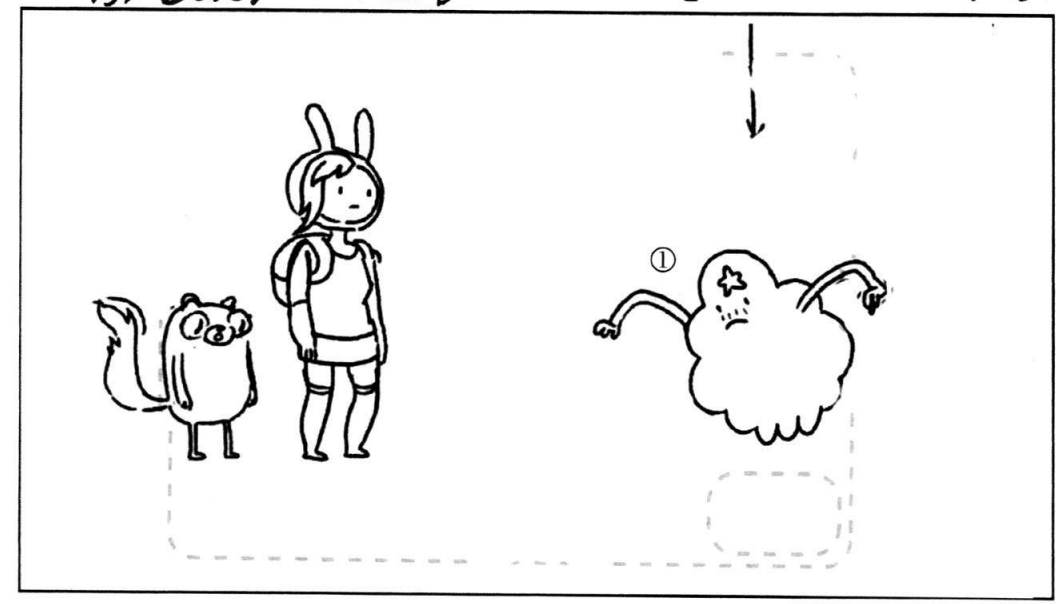


Sc. 133 cont

Pnl. B

Bg.

day night



Dialog: LSP. ♪ ALL I NEED ♪ SONG ENDS.

Action: LSP DROPS IN FROM ABOVE

Timing:



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# ADVENTURE TIME



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day night

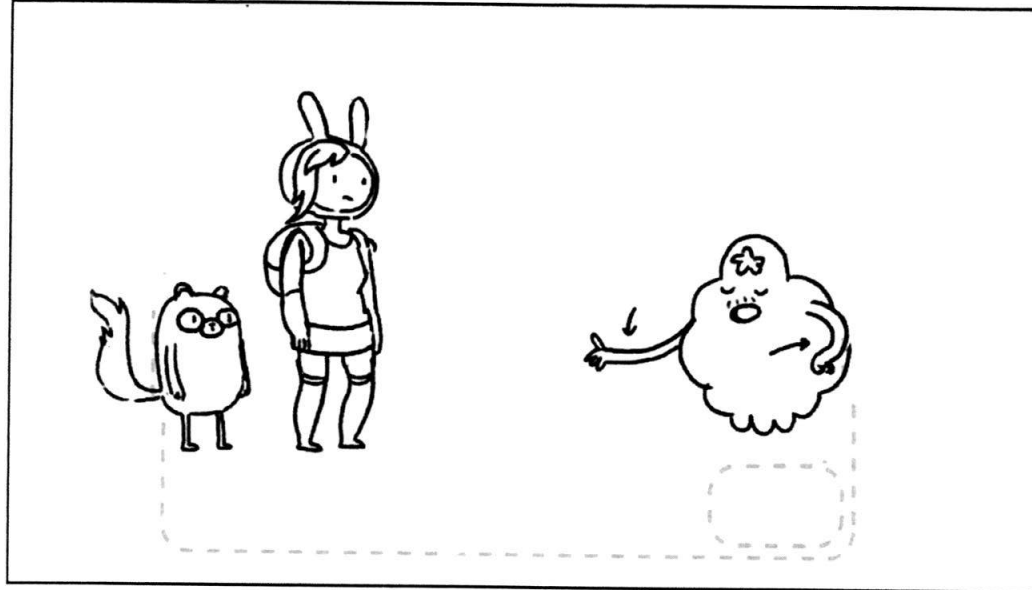
HU  
Cut

Sc. 133 *cont*

Pnl. C

Bg.

day night

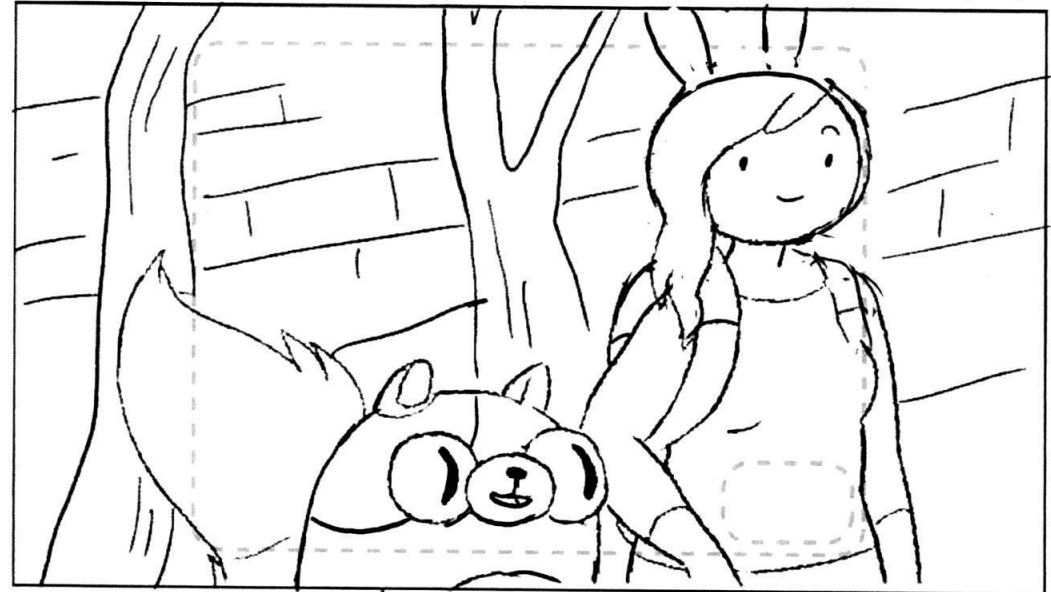


Sc. 134

Pnl. A

Bg.

day night



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Production :

Dialog:

LSP/ AND I'LL NEED YOU AS MY PET, CAKE THE CAT.

C/ Yeah whatever...

Action:

Timing:

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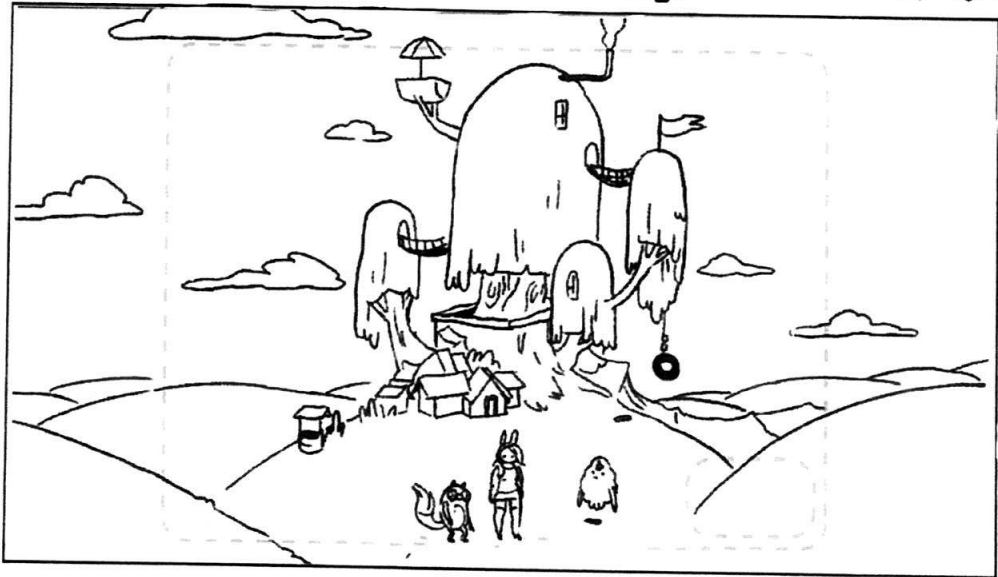


Sc. 135

Pnl. A

Bg.

day night



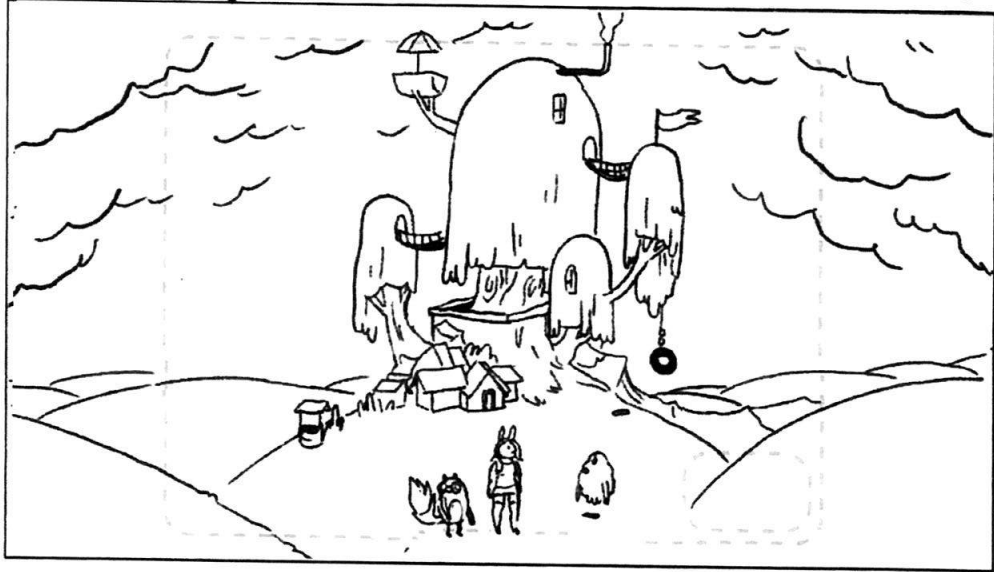
Sc. 135

CONT

Pnl. B

Bg.

day night



Dialog:

SFX: \*DEEP RUMBLING\*

Action:

SKY GETS DARK

Timing:

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Cut

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# ADVENTURE TIME



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Sc. 136

Pnl. A

Bg.

day night

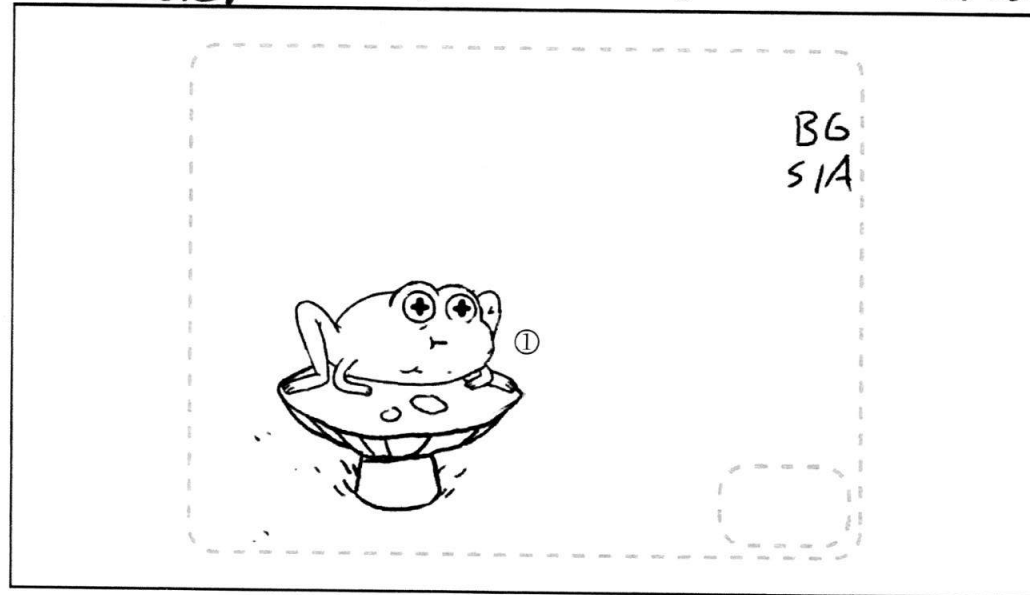


Sc. 136 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX: \* RUMBLING CONTINUES

Action:

GROUND BEGINS RUMBLING

Timing:



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Production :

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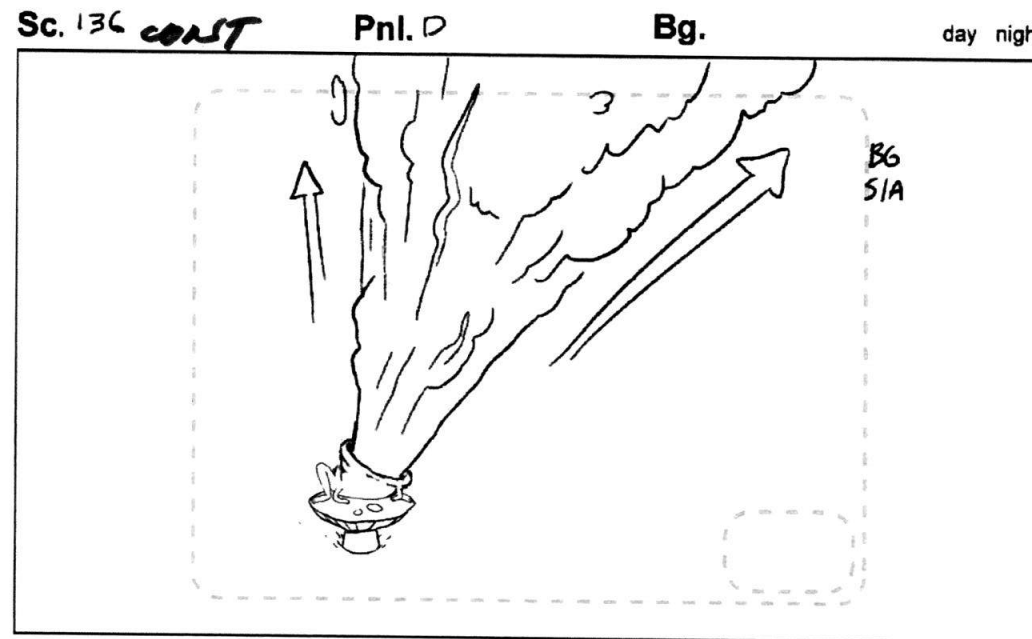
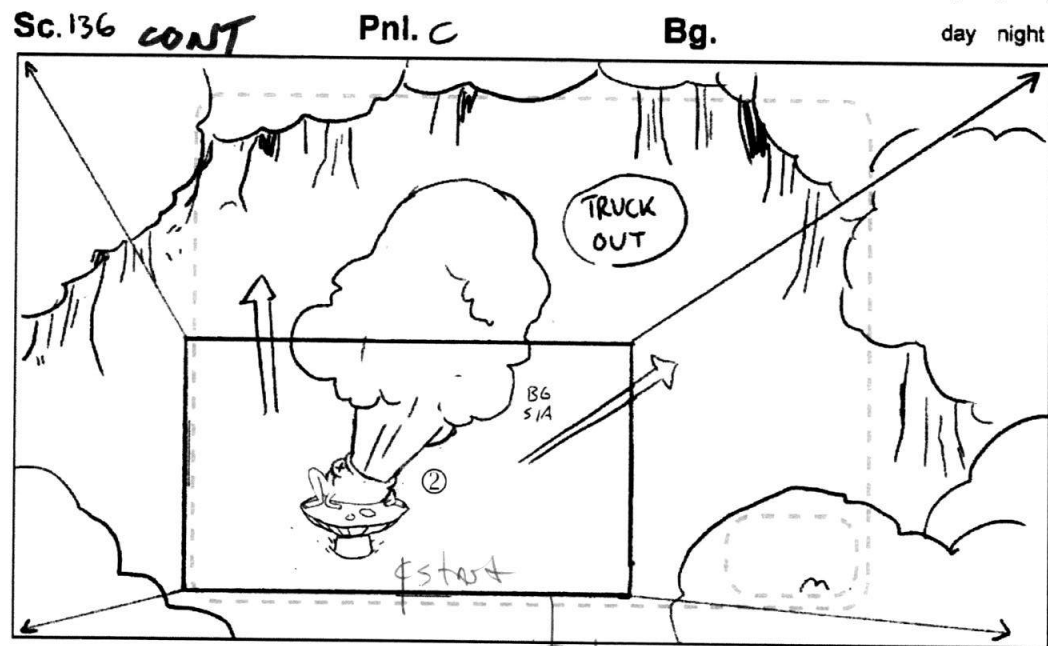


# ADVENTURE TIME



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*cut*



**Dialog:**

*Diag truck out*

**SFX:** \* POOOM!! \*

**Action:**

PURPLE GAS POURS OUT OF FROG'S MOUTH, TRUCK OUT W ACTION

**Timing:**

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*21*

*1*



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Cut

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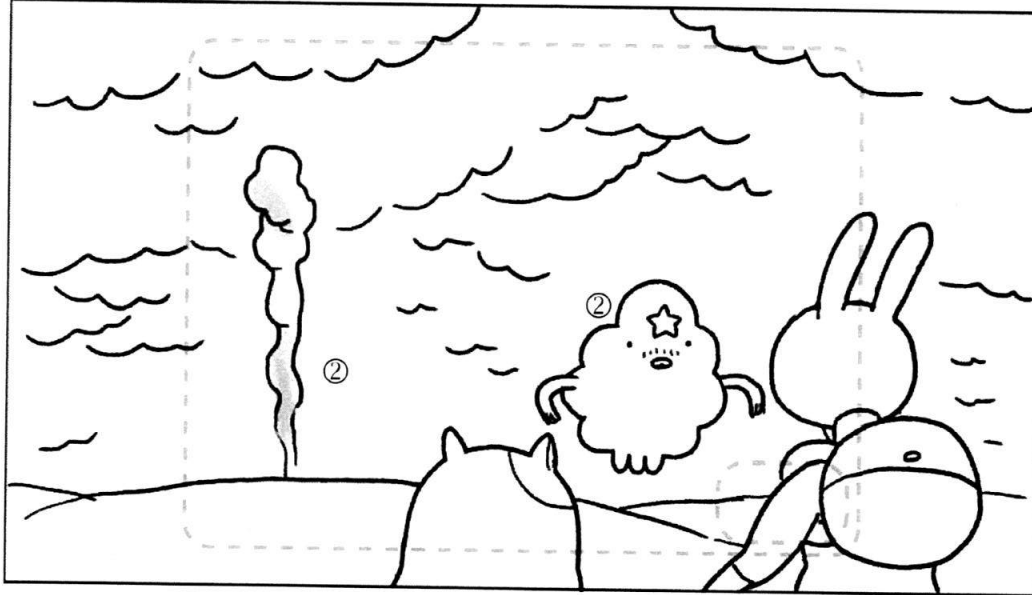
Hu  
cut

Sc. 137

Pnl. A

Bg.

day night

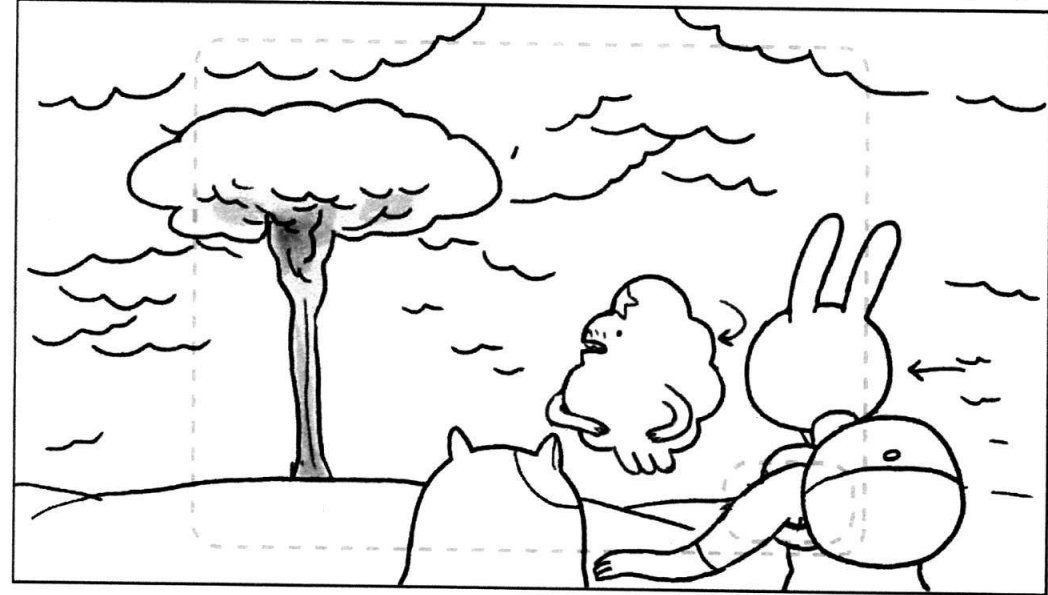


Sc. 137 CONT

Pnl. B

Bg.

day night



Dialog:

SFX/ POOM!

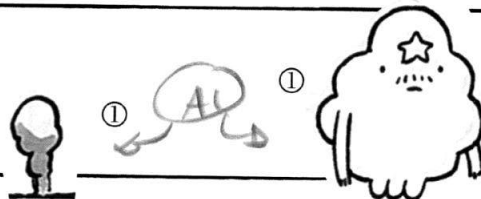
Action:

SMOKE CLOUD RISES

- LSP TURNS  
- CLOUD SPREADS

JAN 23 2014

Timing:



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Production :

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# ADVENTURE TIME



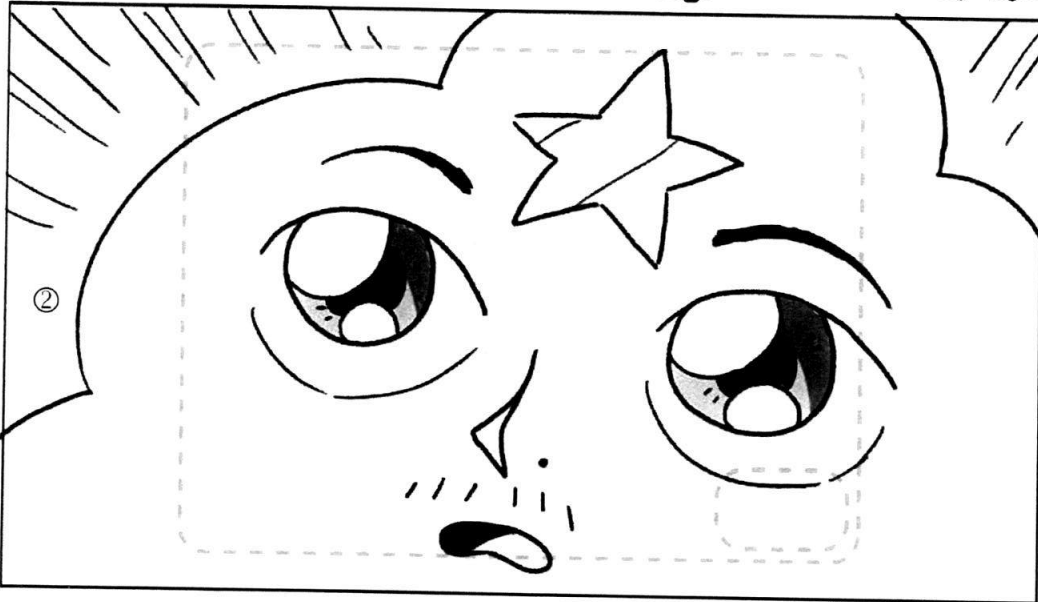
Page 202

Sc. 138

Pnl. A

Bg.

day night

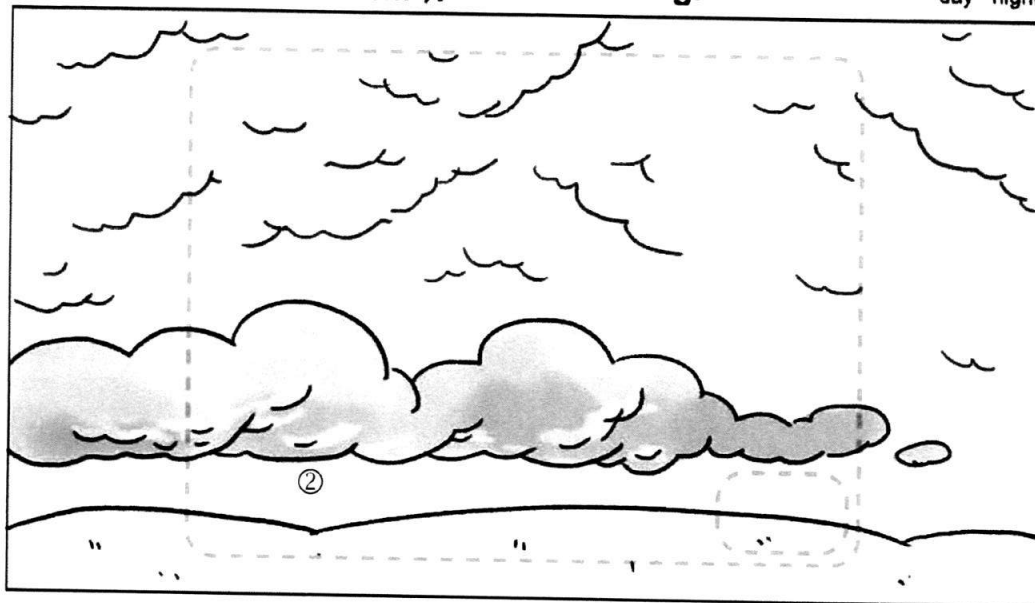


Sc. 139

Pnl. A

Bg.

day night



Dialog:

LSP/ WHA -

SFX / BOOM BOOM

Action:

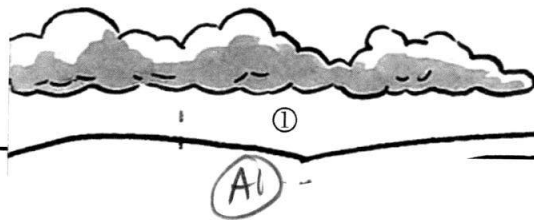
AI

LIGHT IN CLOUD

JAN 23 2014

Timing:

1



AI -

EPISODE # 1025-167

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Production :

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1025/167

Ho cut

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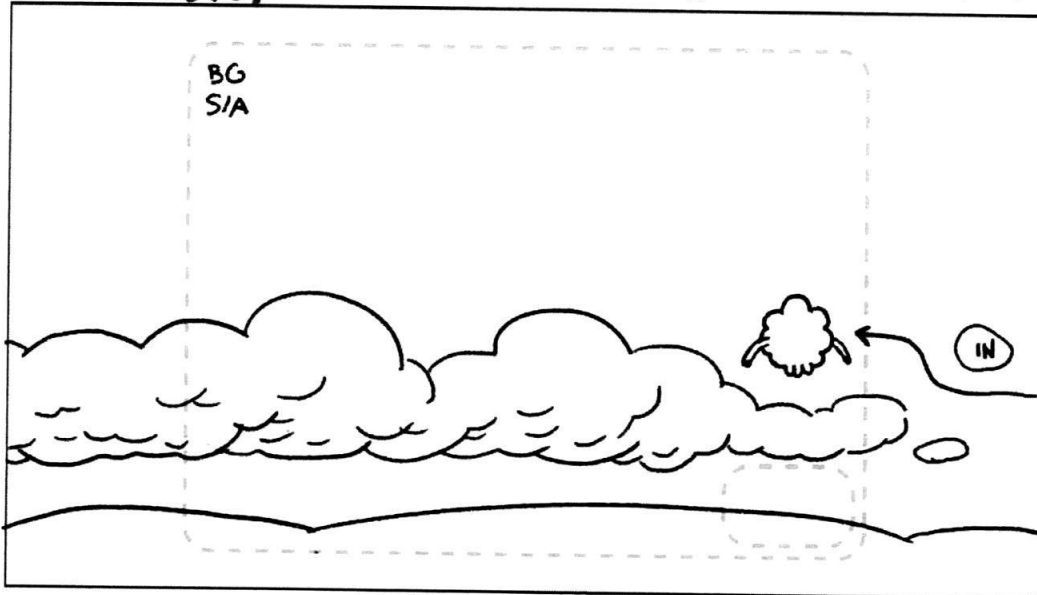
# ADVENTURE TIME



Sc. 139 *CONT* Pnl.B

Bg.

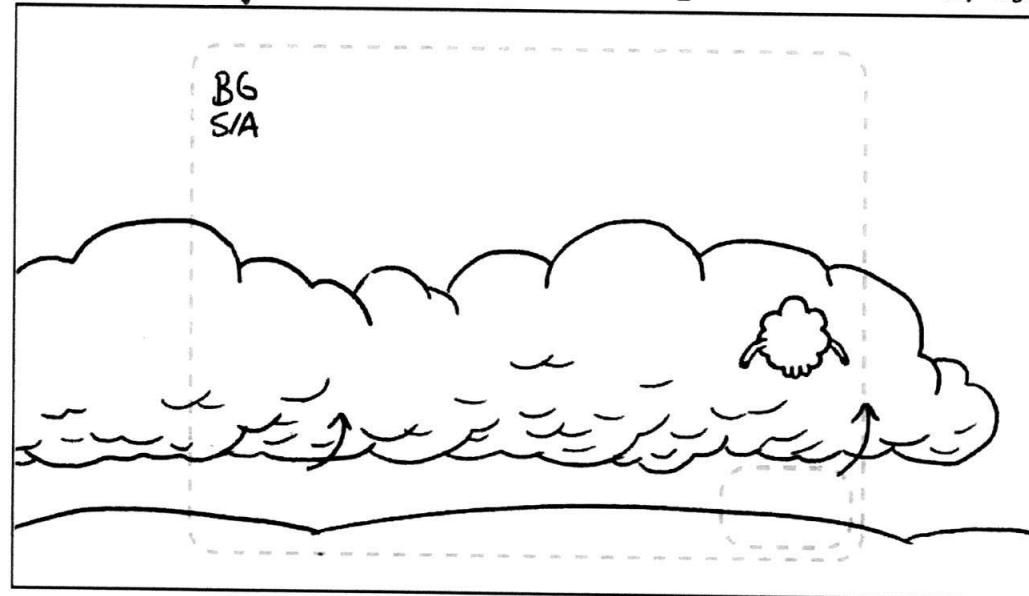
day night



Sc. 139 *CONT* Pnl.C

Bg.

Page 203  
*NO PG 204*  
day night



Dialog:

SFX / BOOM

Action:

DARK CLOUDS ROLL FORWARDS

CLOUDS ROLL & FORM UPWARDS

Timing:

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Production :

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# ADVENTURE TIME



Sc. 139 *CONT*

Pnl. E

Bg.

NO SC  
140

day night

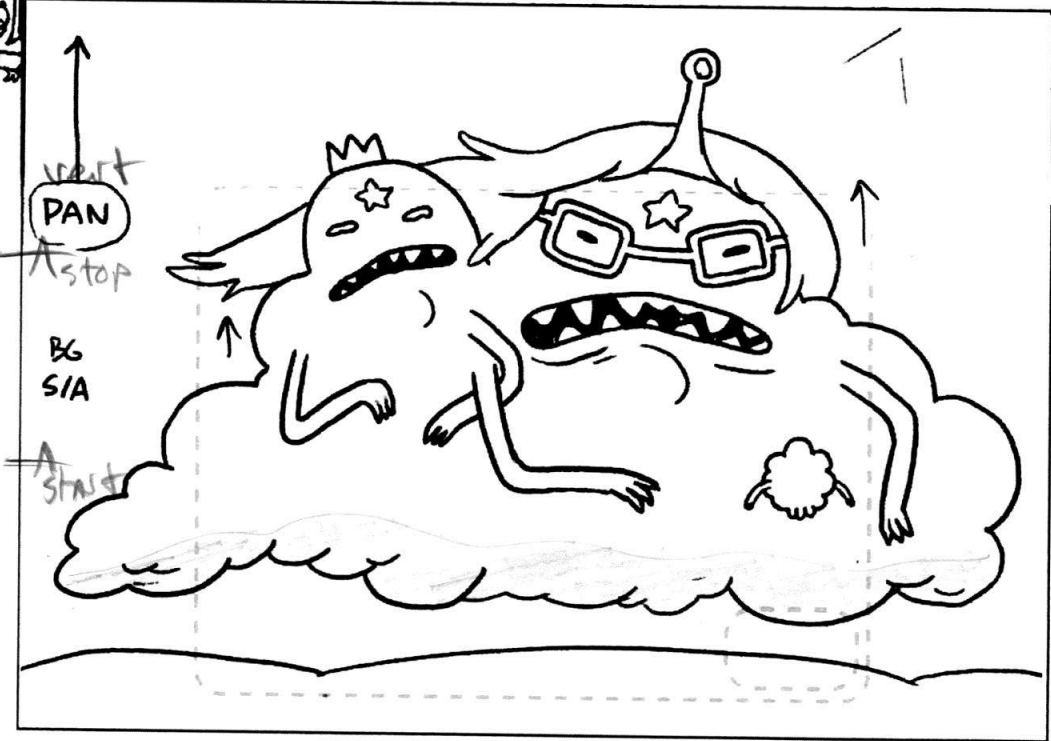
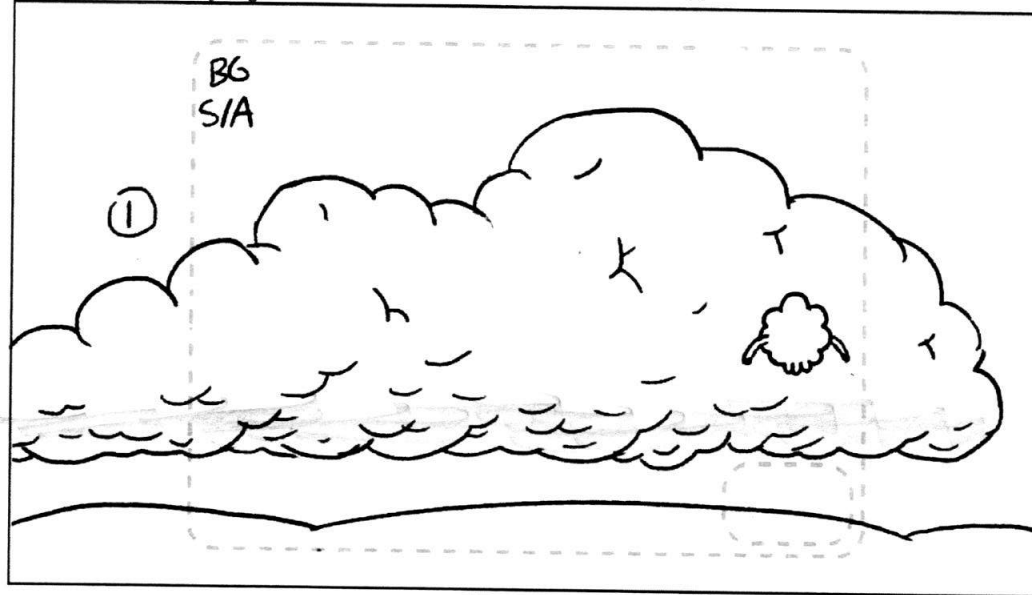
Page 205

Sc. 139 *CONT*

Pnl. D

Bg.

day night



*Hi cut*

1025-167

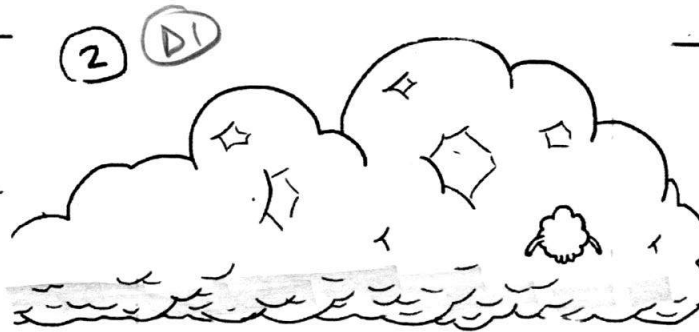
EPISODE #

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Dialog:

Action:

Timing:



LSK/ RRRUHH SON...

- MONSTROUS VERSION OF LSK+LSQ FORMS FROM CLOUD.
- PAN W/ACTION

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Production :

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Hu  
cut

# ADVENTURE TIME



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2014 NEW CUT  
day night

Sc. 141

Pnl. A

Bg.

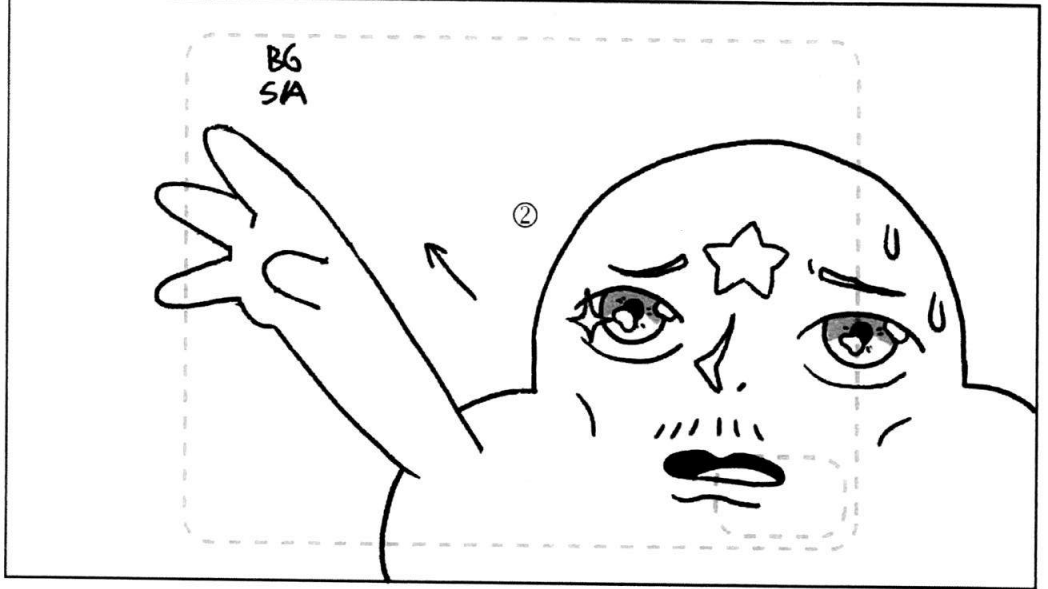
day night



Sc. 141 CONT

Pnl. B

Bg.



Dialog:

LSP/ (GASP) FLEE, NOBLE FIONNA ...

(AI)

(A)

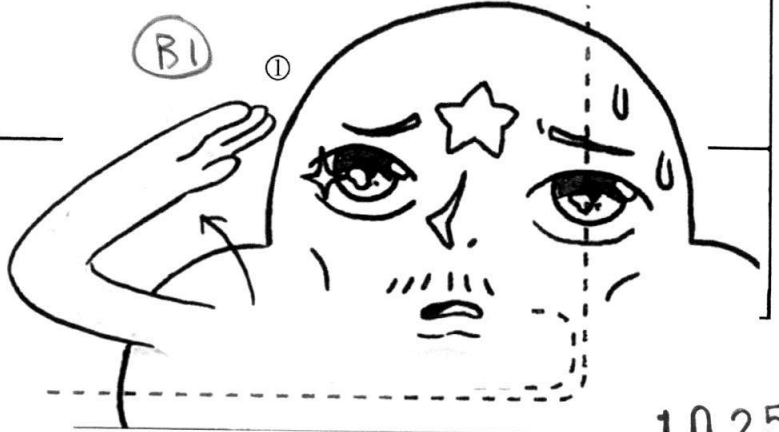
Action:



Timing:

LSP/ FOR IT IS MY STUPID PARENTS

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# ADVENTURE TIME

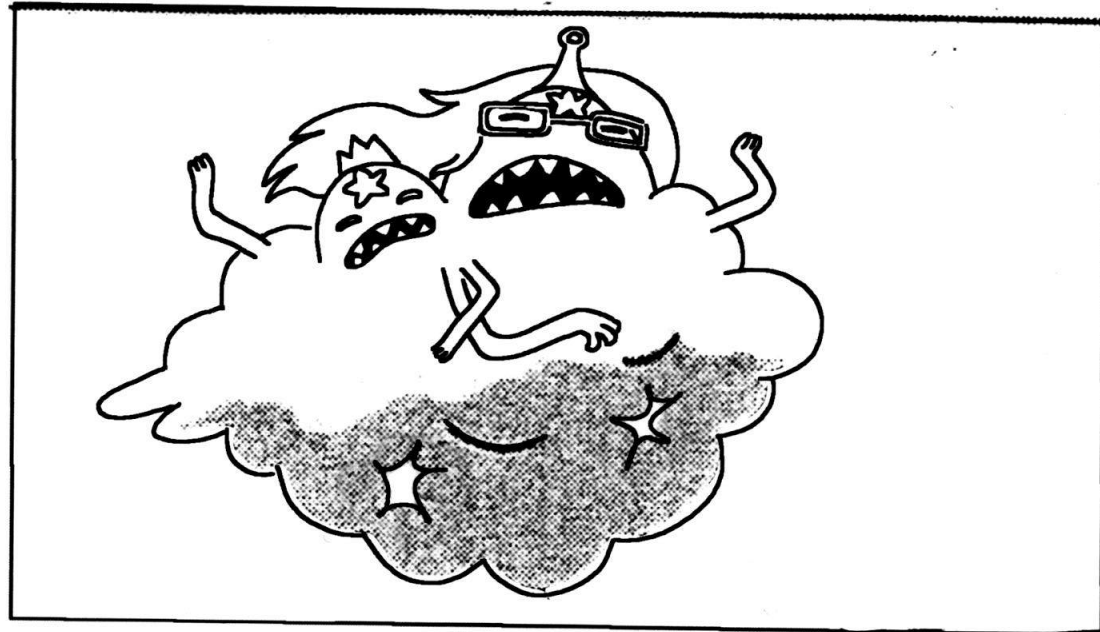


Sc. 142

Pnl. A

Bg.

day night



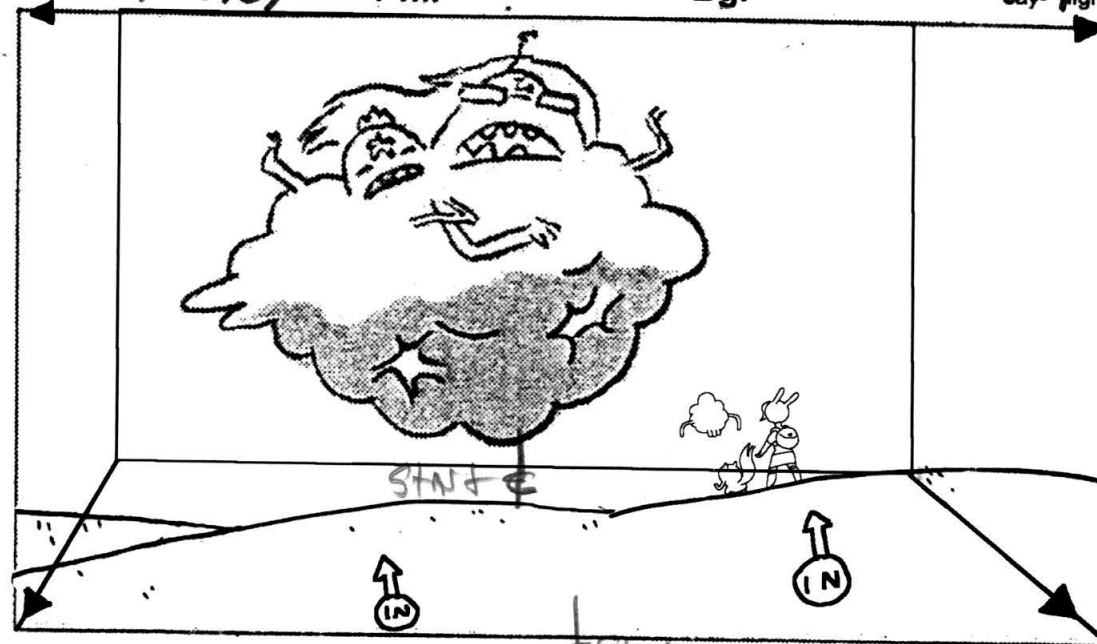
Sc. 142. CONT

Pnl. B

Bg.

Page 206A

207AEXT



Dialog:

SFX: \* CHARGING 110~

LSP: AND THEY'RE FATTER THAN EVER

Action:

- TRUCK OUT

Timing:

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Production :

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1025/167



# ADVENTURE TIME



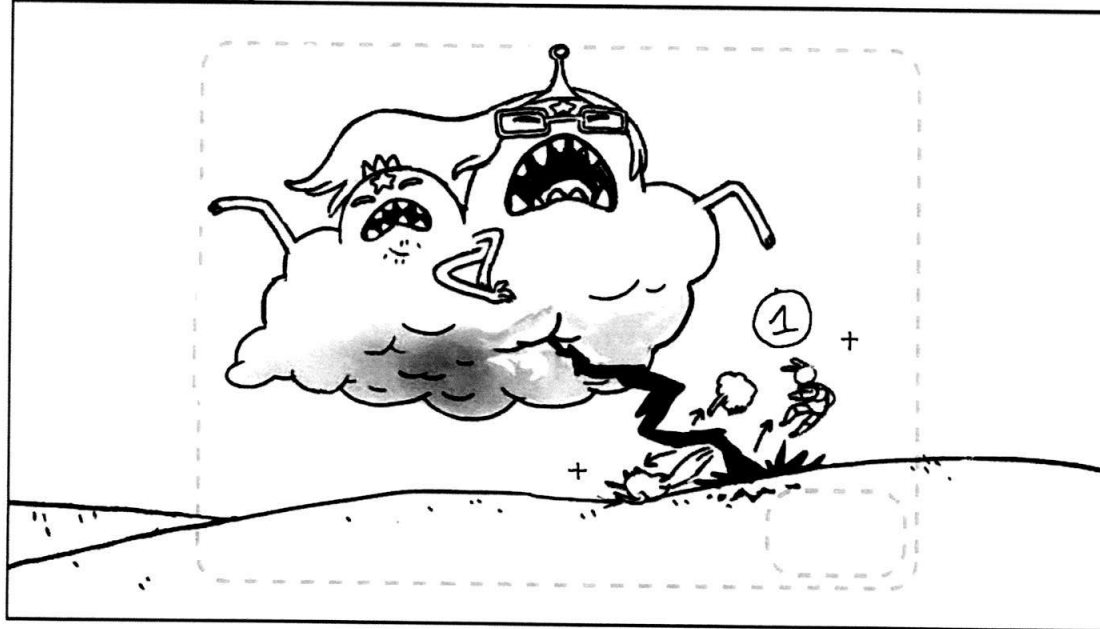
Page 207

Sc. 142 *CONT*

Pnl. B

Bg.

day night

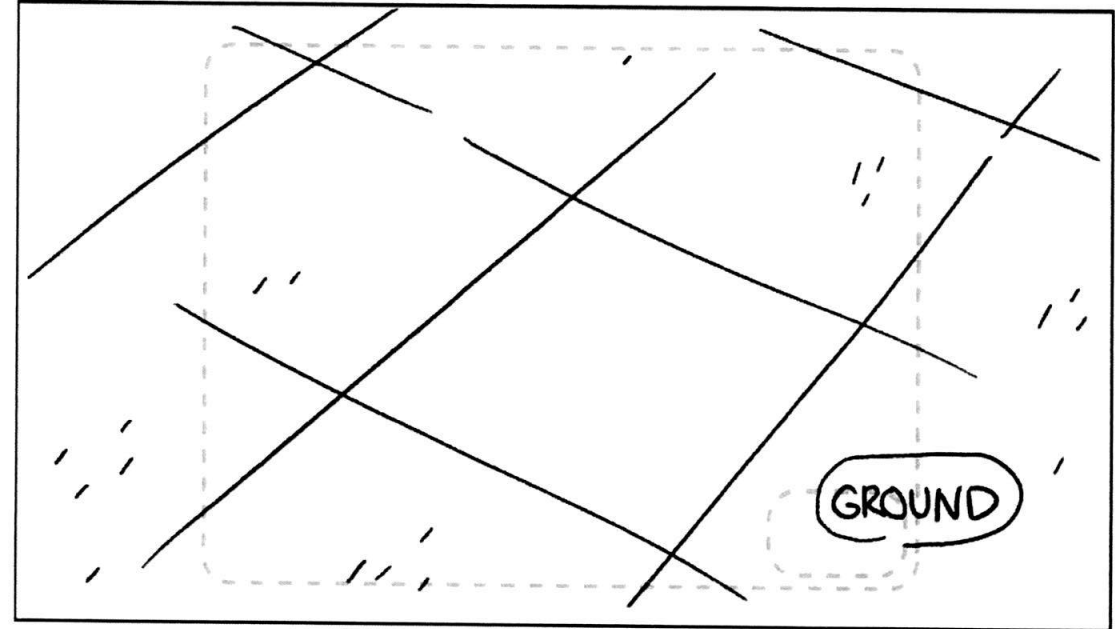


Sc. 143

Pnl. A

Bg.

day night



Dialog:

LSQ: SILENCE!  
SFX/ \*SKRAKKK\*

Action:

F, C & LSP ONE AWAY FROM LSQ'S BLACK LIGHTNING BOLT

Timing:



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Production :

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# ADVENTURE TIME



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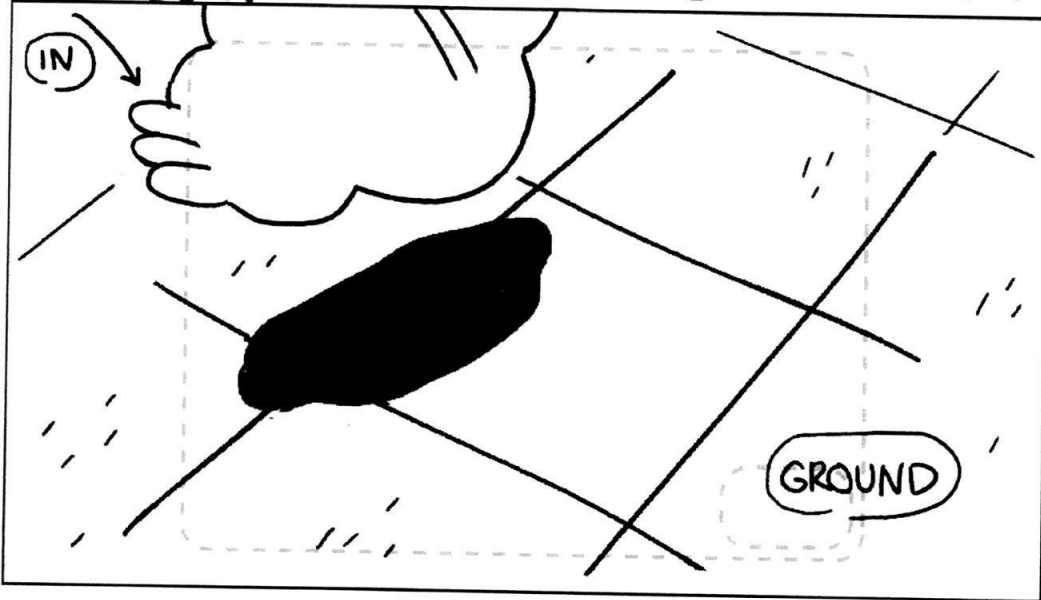
Sc. 143

CONT

Pnl. B

Bg.

day night



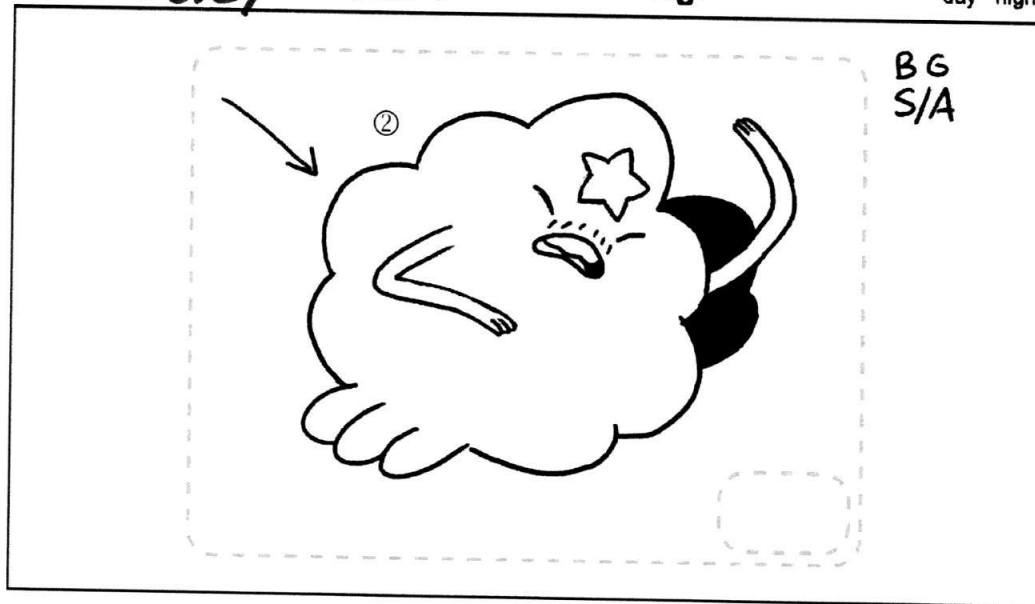
Sc. 143

CONT

Pnl. C

Bg.

day night



Dialog:

LSP/ AAHHH!

LSP/ Euh! I'm just being honest!

SFX/ \*THMP\*

JAN 23 2014

Action:

LSP HITS GROUND

Timing:



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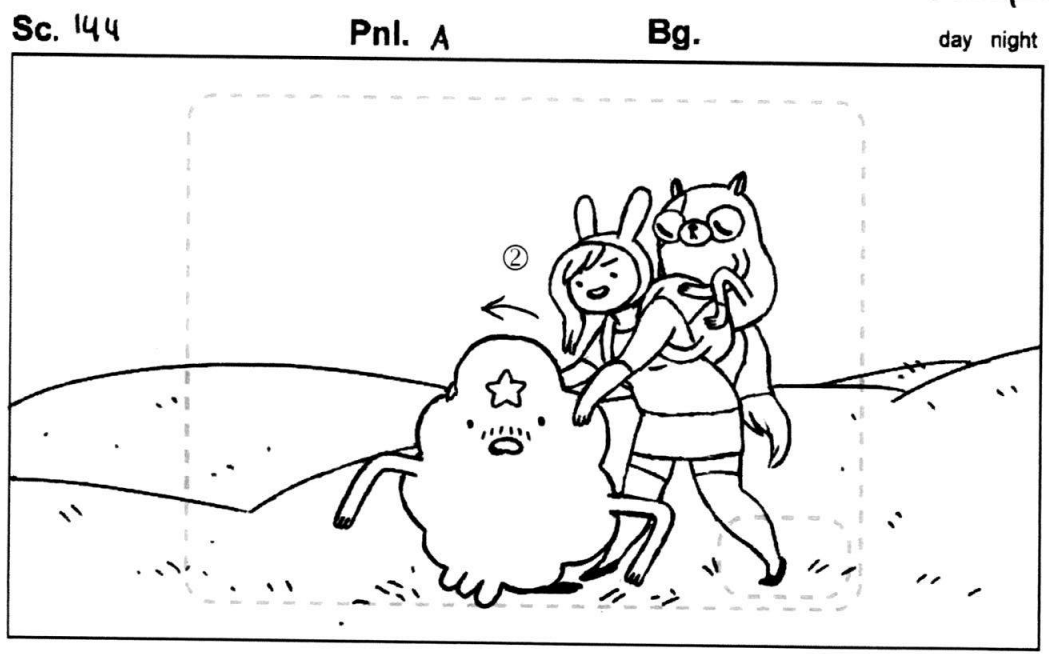
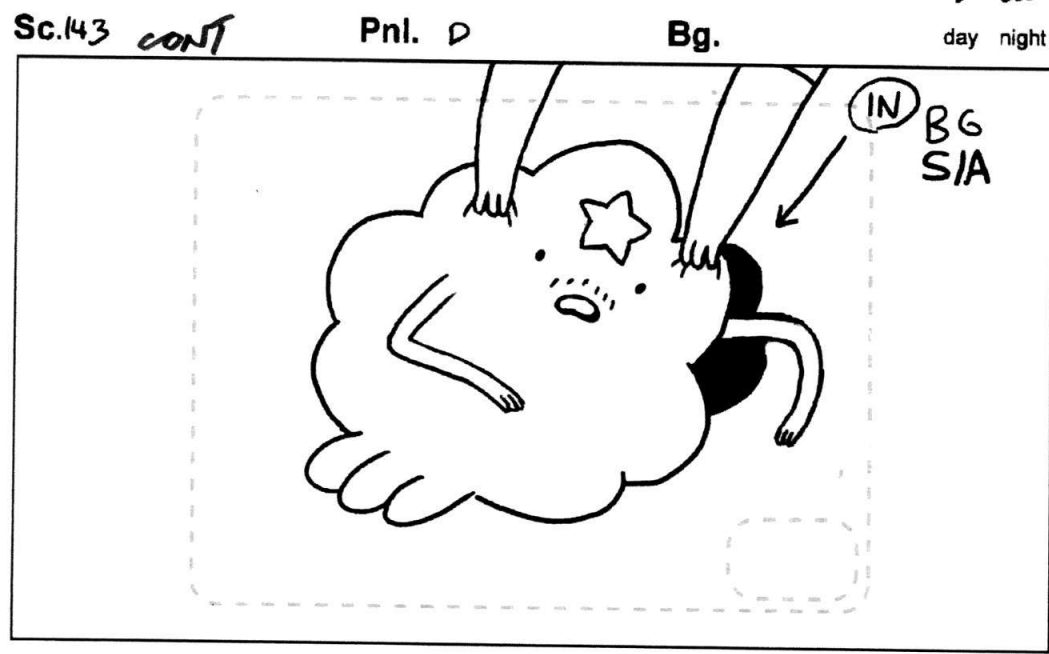
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ADVENTURE TIME



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Dialog:	LSP/ HUH? SFx/ * SQUISH *	F/ C'MON -
Action:	F GRABS LSP'S LUMPS	- F SETS UP LSP
Timing:		



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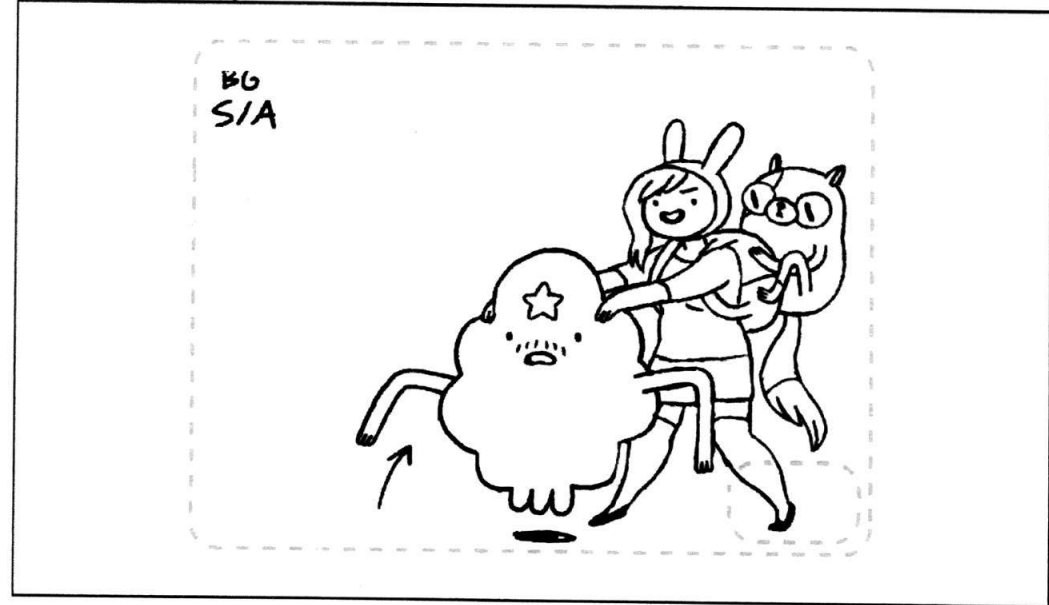
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ADVENTURE TIME

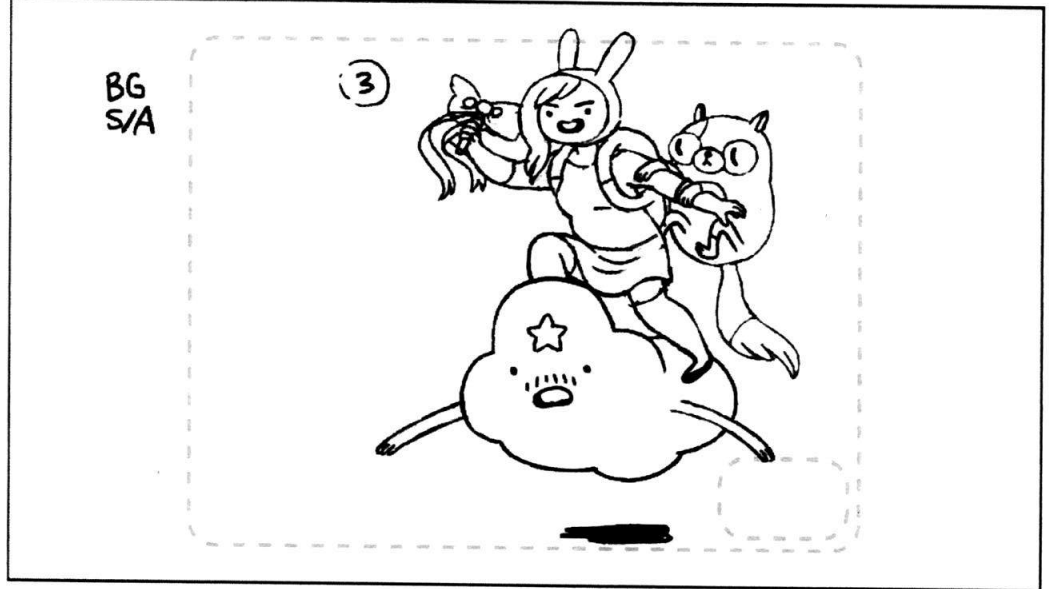


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Sc. 144 CONT Pnl. B Bg. day night



Sc. 144 CONT Pnl. C Bg. day night



Dialog:  
F/ (CONT) YOU BEAUTIFUL DANDY

F/ ONLY YOUR PURE SPIRIT CAN DEFEAT YOUR EVIL FAMILY!

Action:

Timing:



F HOPS ON LSP'S BACK

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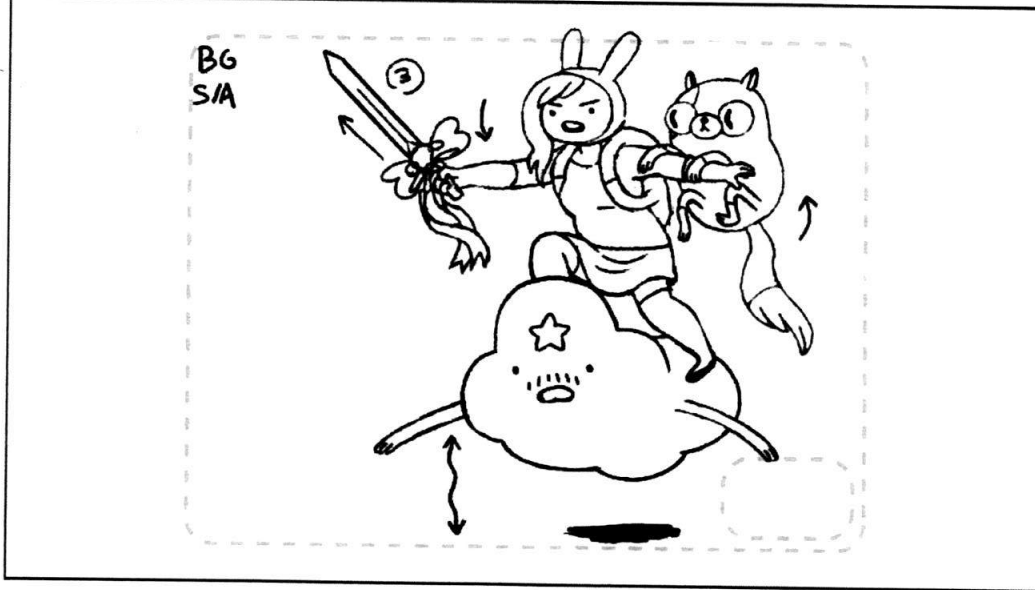


Sc. 144 *CONT*

Pnl. D

Bg.

day night

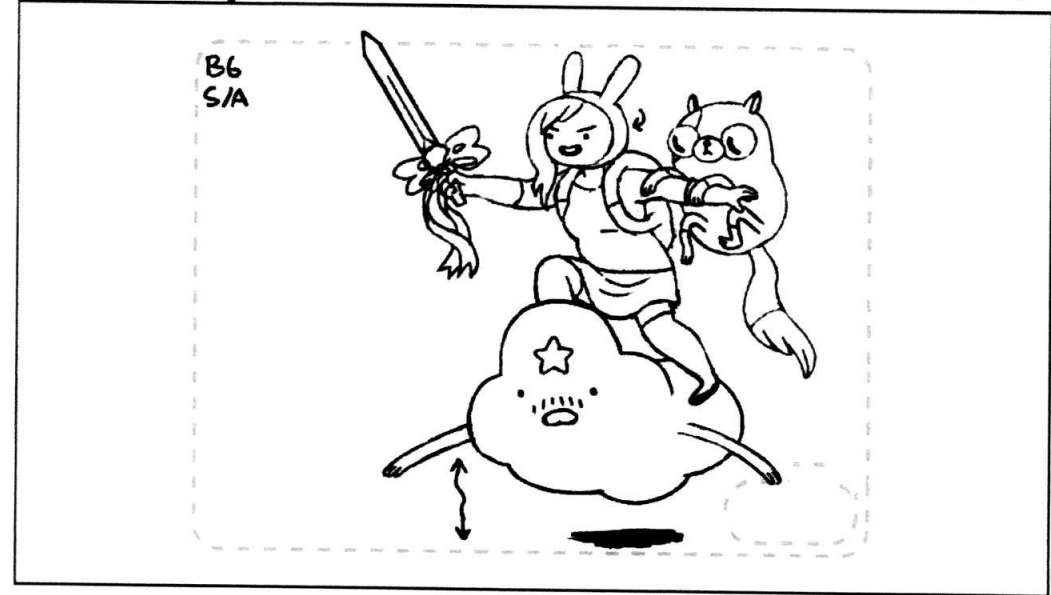


Sc. 144 *CONT*

Pnl. E

Bg.

Page 211  
*MANEY*  
day night



Dialog:

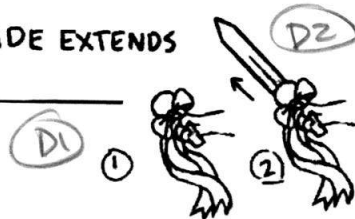
F/ AND THIS SWORD ...  
SFX/ \*SHING\*

Action:

SWORD BLADE EXTENDS

LSP GENTLY BOBBING UP AND DOWN

Timing:



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# ADVENTURE TIME



Sc. 144

CONT

Pnl. F

Bg.

day night

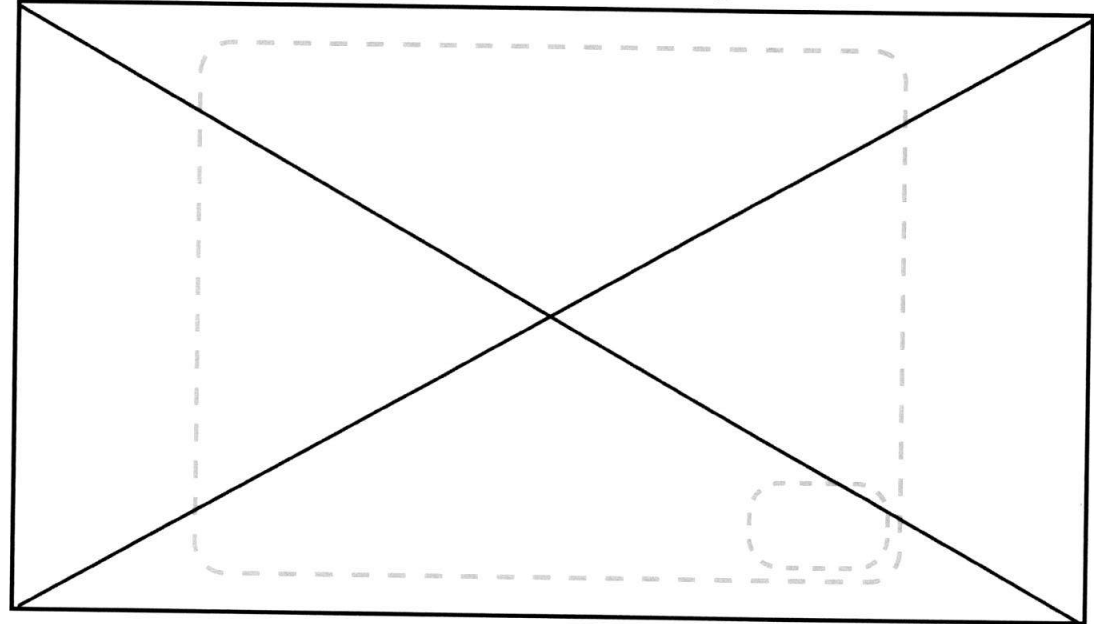
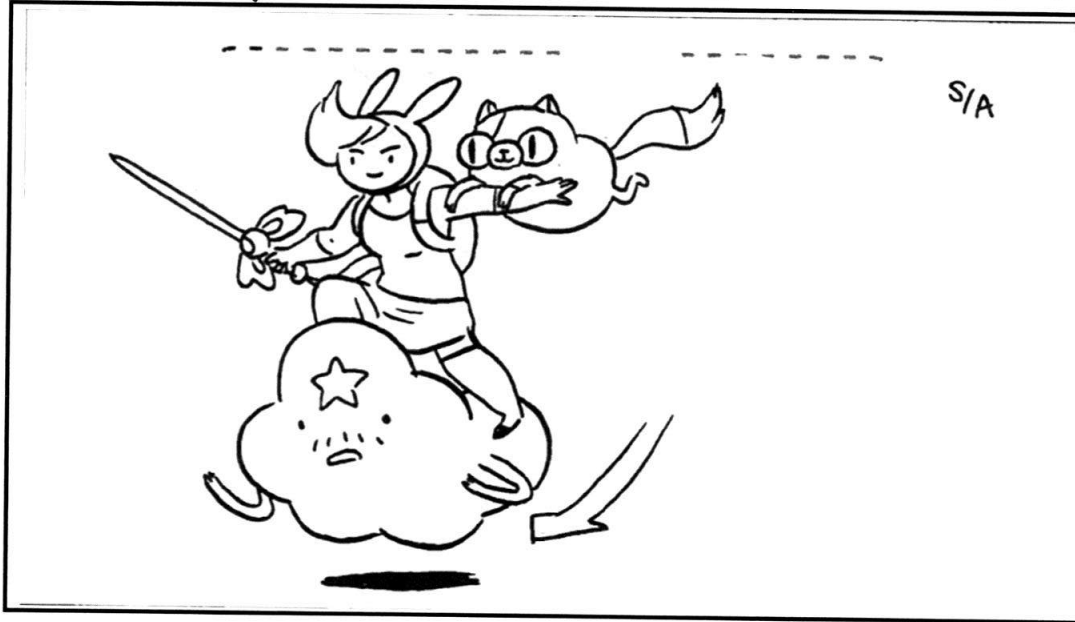
Sc.

Pnl.

Bg.

Page 211A

2/2 NEXT



Dialog:

Action:

Timing:

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Production:

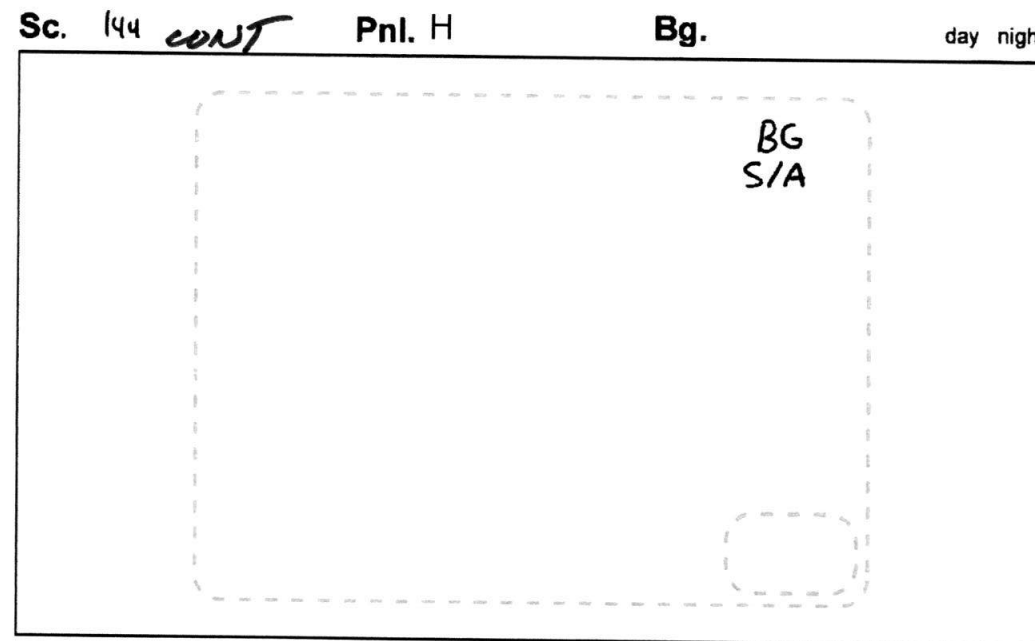
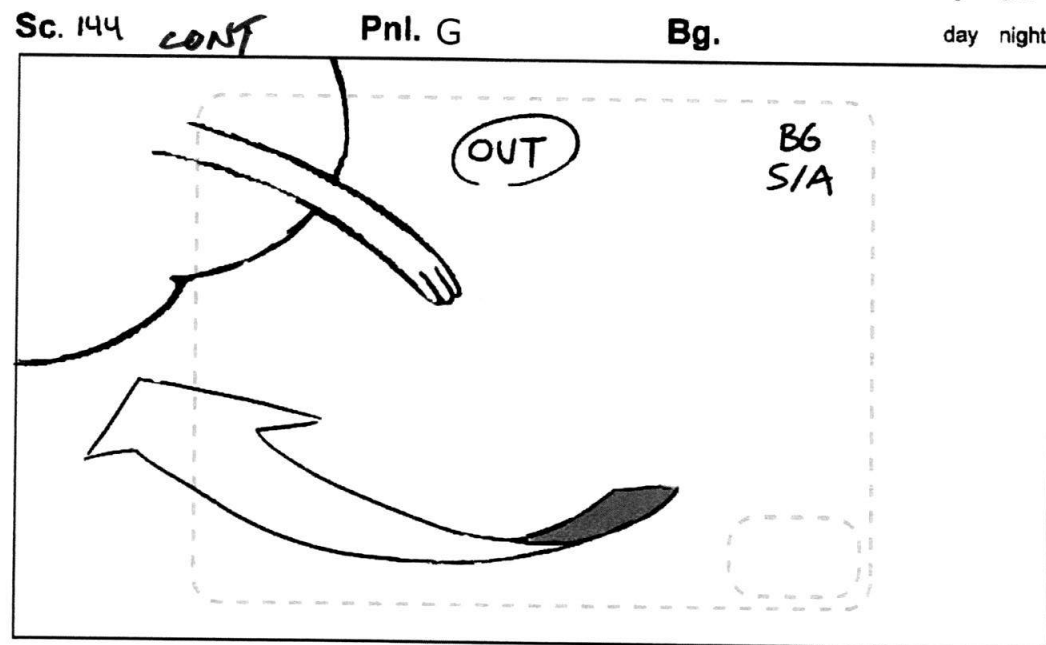
1025/167

# ADVENTURE TIME



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*cat*



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Production :

Dialog:	SFX/ *WHOOSH*
Action:	-LSP FLIES OFF/IS
Timing:	JAN 23 2014

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1025/167



1025/167

cat

# ADVENTURE TIME



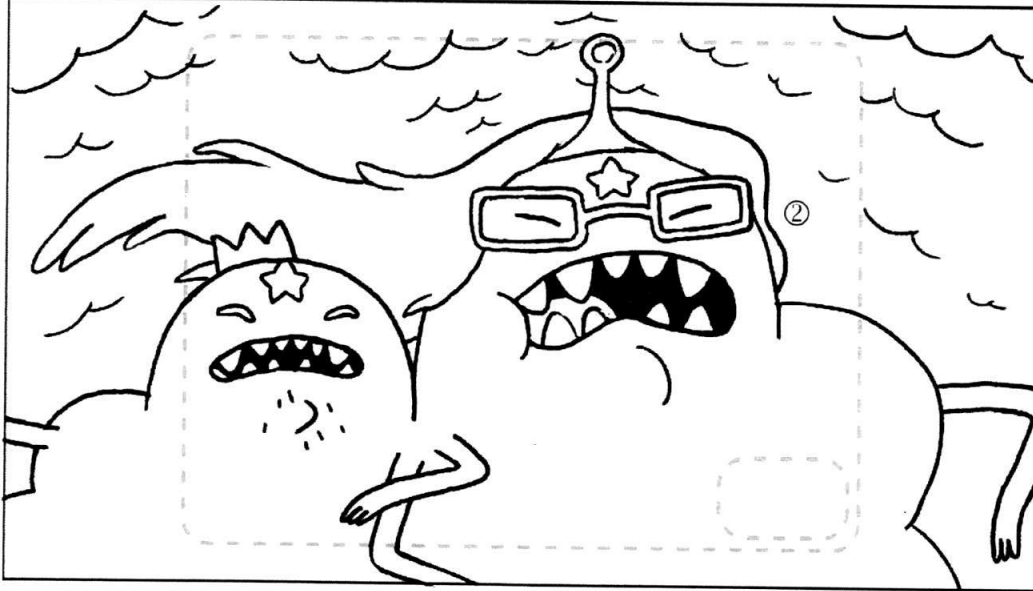
Page 213

Sc. 145

Pnl. A

Bg.

day night

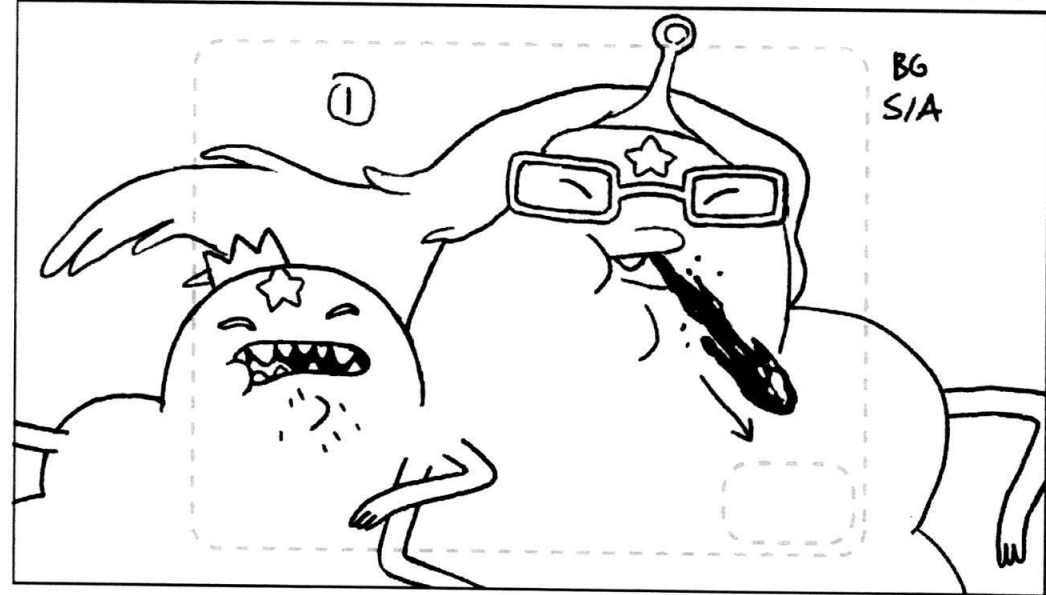


Sc. 145 CONT

Pnl. B

Bg.

day night



Dialog:

LSQ / HKKGGH

Action:

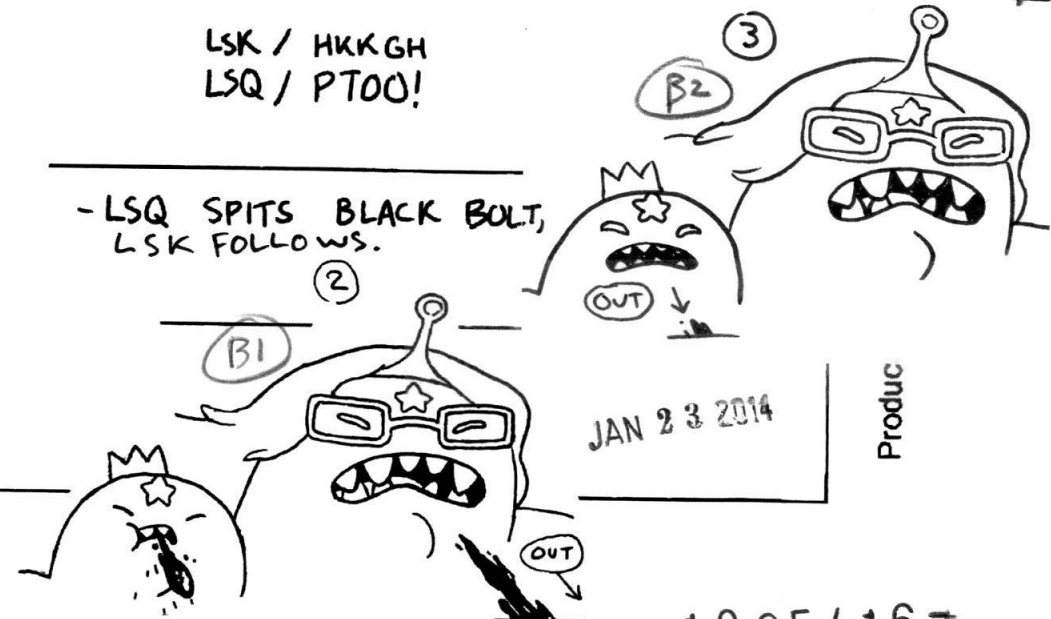
LSQ HAWKING

Timing:



LSK / HKKGH  
LSQ / PTOO!

- LSQ SPITS BLACK BOLT,  
LSK FOLLOWS.



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Produc

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Cut

# ADVENTURE TIME



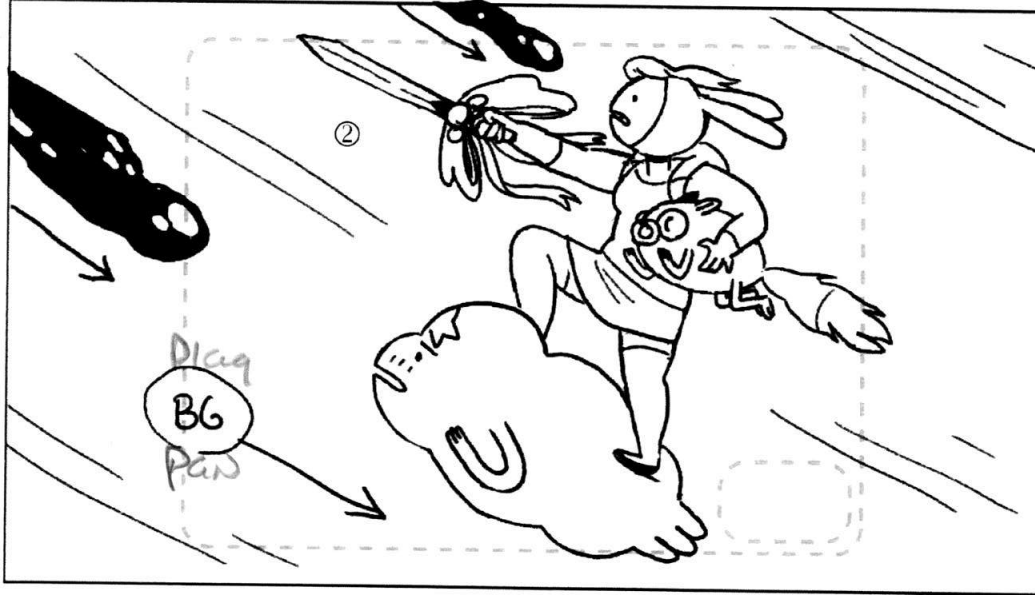
Page 214  
214A-NEXT  
day night

Sc. 146

Pnl. A

Bg.

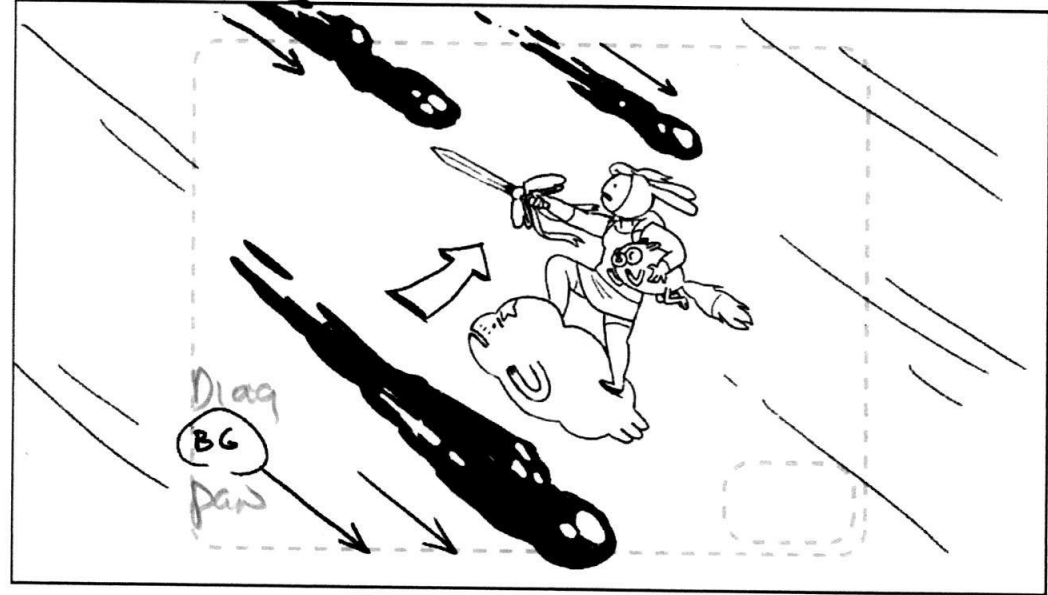
day night



Sc. 146 CONT

Pnl. B

Bg.



Dialog:

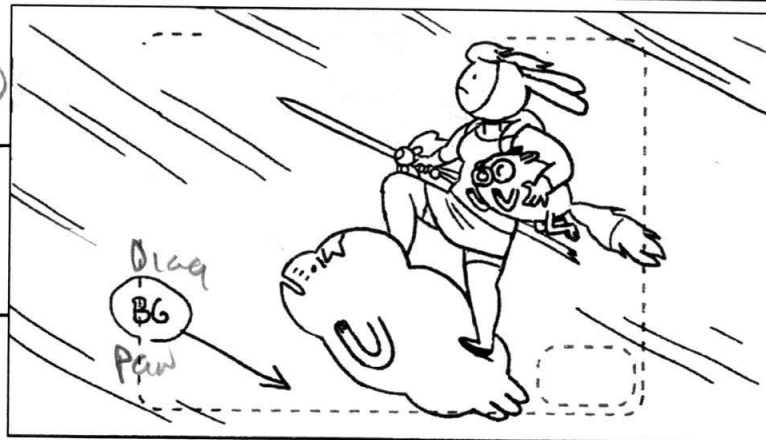
C/ WOOOO!

Action:

BLACK BOLTS SHOOT  
AT F, C & LSP

①  
A

Timing:



LSP SWOOPS AWAY FROM CAM

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# ADVENTURE TIME



Sc. 146 CONT

Pnl. C

Bg.

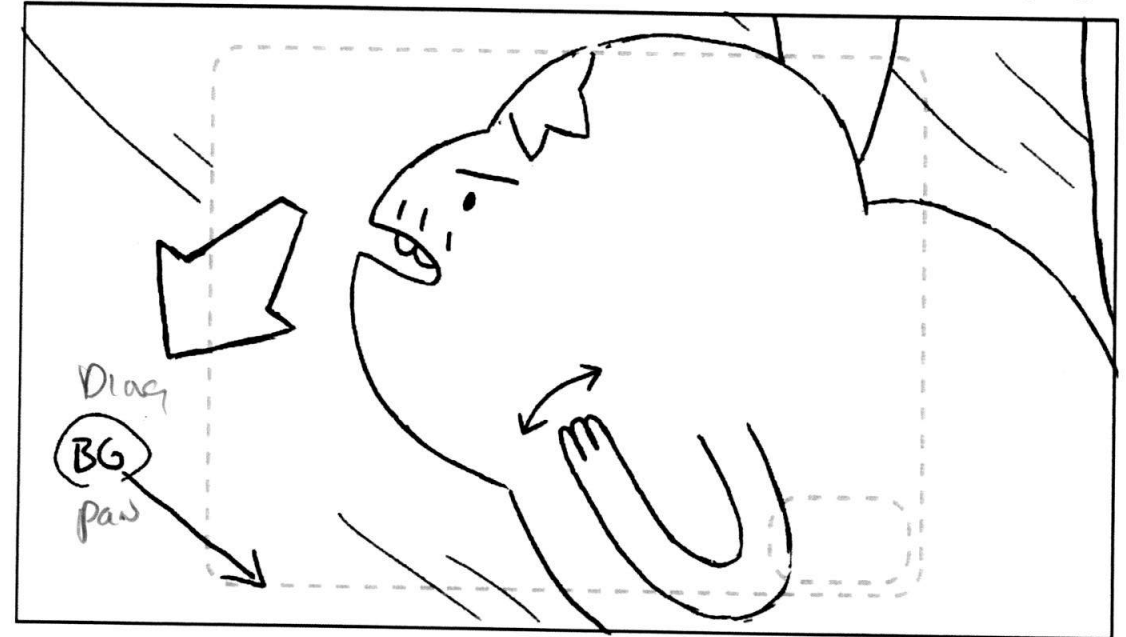
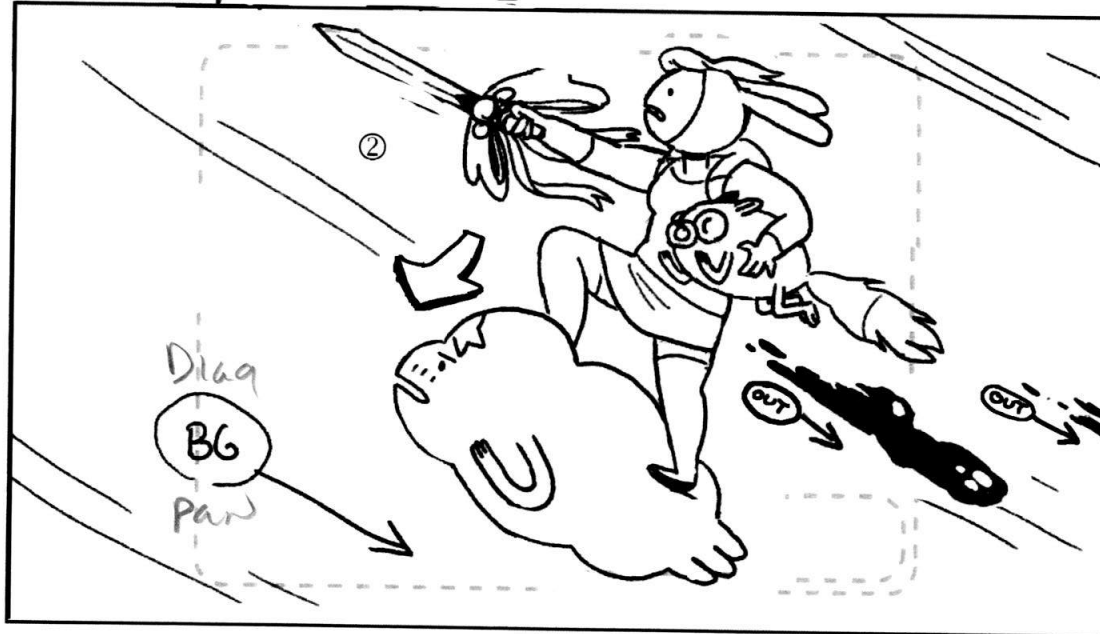
day night

Sc. 146 CONT

Pnl. D

Bg.

Page 214 A  
2/10 NEXT  
day night



Dialog:

LSP/ Y - YOU'RE RIGHT, FIONNA... THIS IS MY DESTINY...

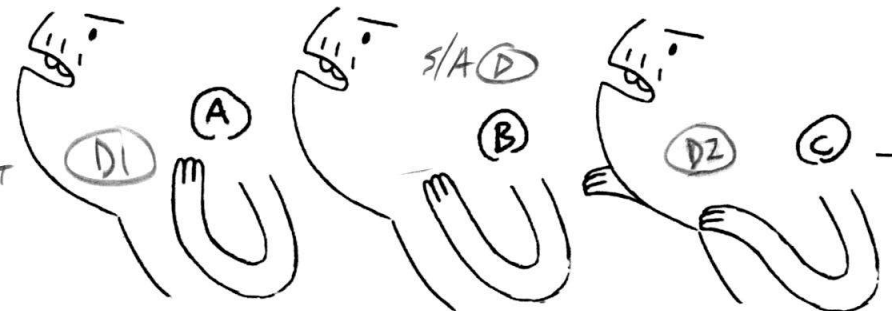
Action:

LSP SWOOPS TOWARDS CAM

Timing:

LSP SHAKES HIS HANDS FRANTICALLY

D1 D2 D1 D2 ECT



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# ADVENTURE TIME



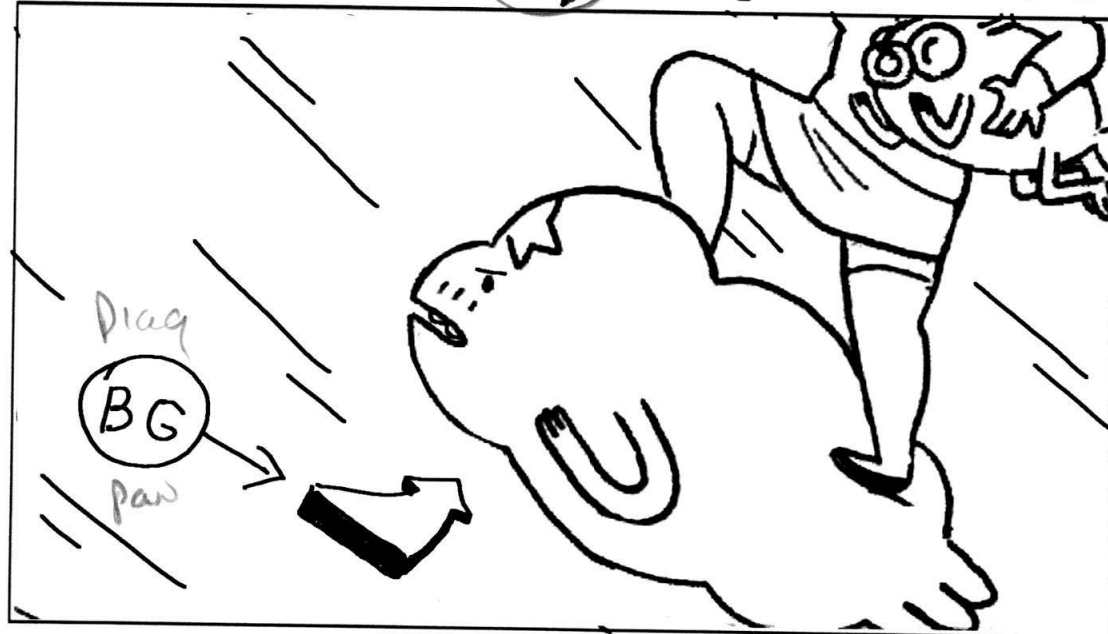
Sc. 146 CONT

Pnl

D3

Bg.

day night



Sc. 146 CONT

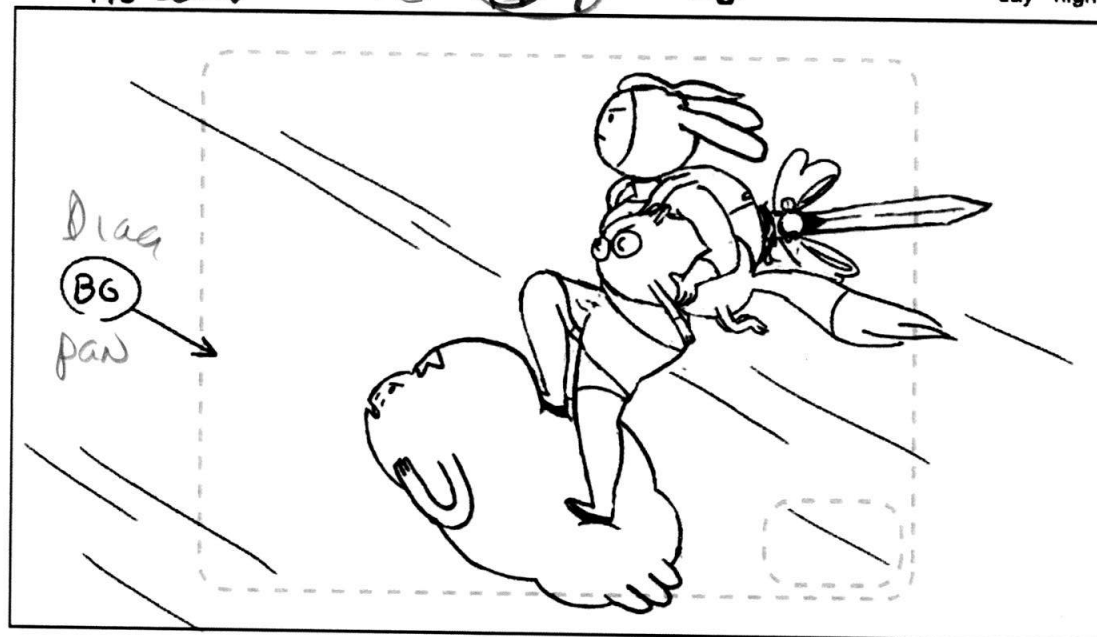
Pnl

D4

Bg.

Page 215

215A NEXT  
day night



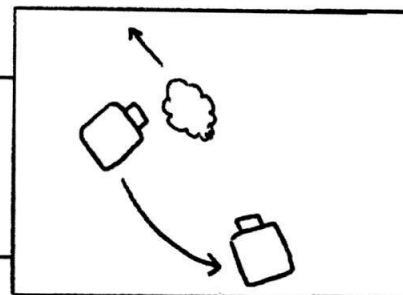
Dialog:

Action:

Timing:

INTO ANIM  
BG/FIONA  
POV change

CAM SWINGS AROUND LSP



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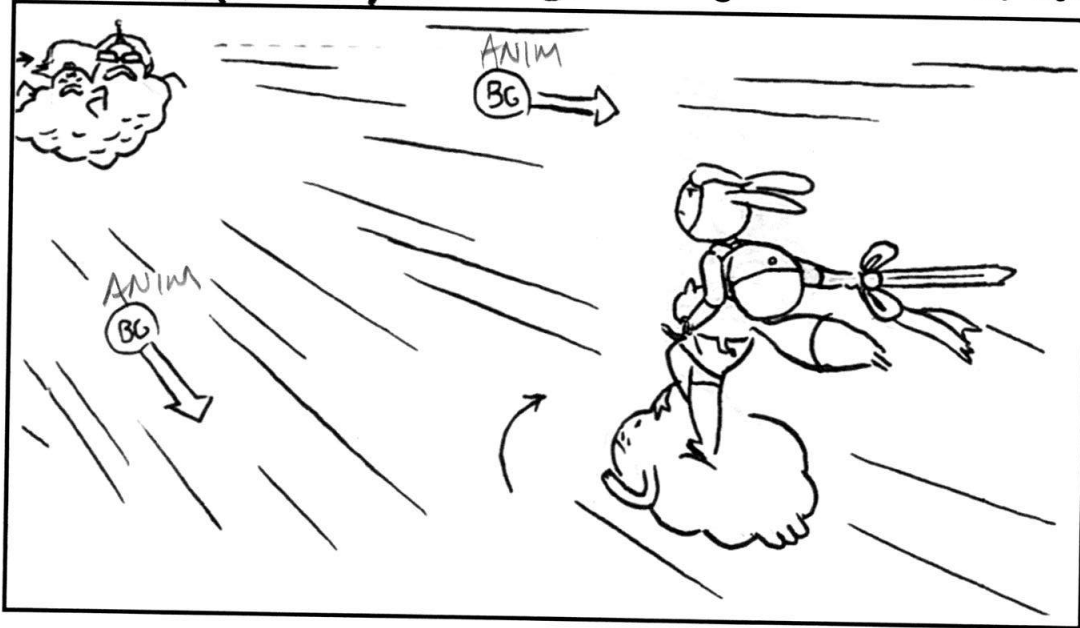
# ADVENTURE TIME



Sc. ... 146 contnl. E

Bg.

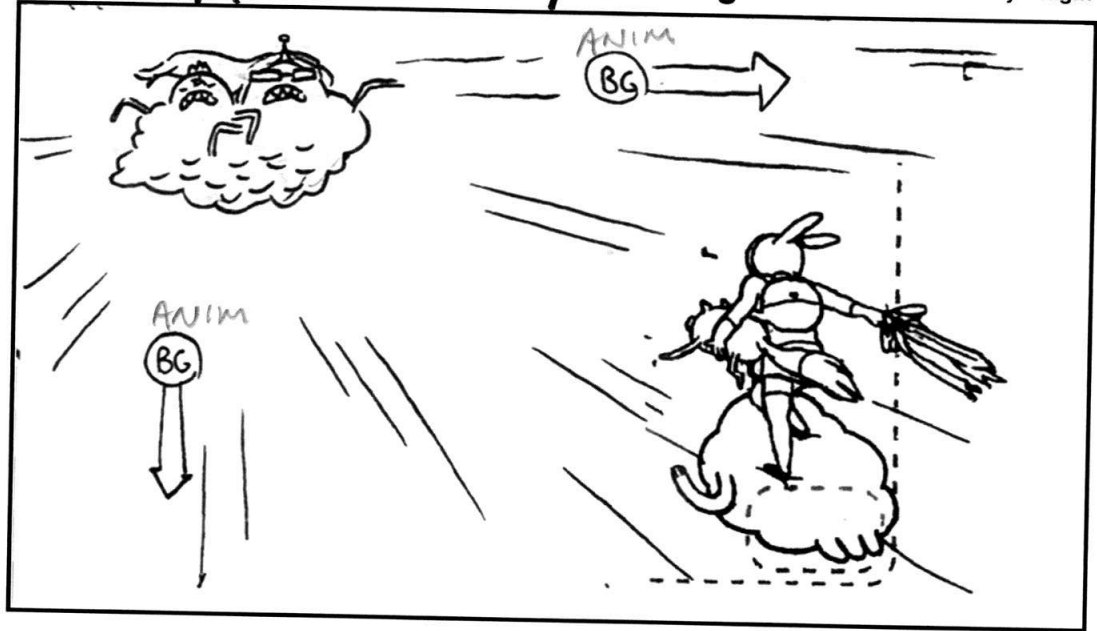
day night



Sc. 146 contnl. F

Bg.

Page 215A  
day night 216 NEXT



Dialog:

CONT ANIMATE BG/Fiona POV change

Parents anim TWO cam.

Action:

Timing:

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# ADVENTURE TIME



Sc.

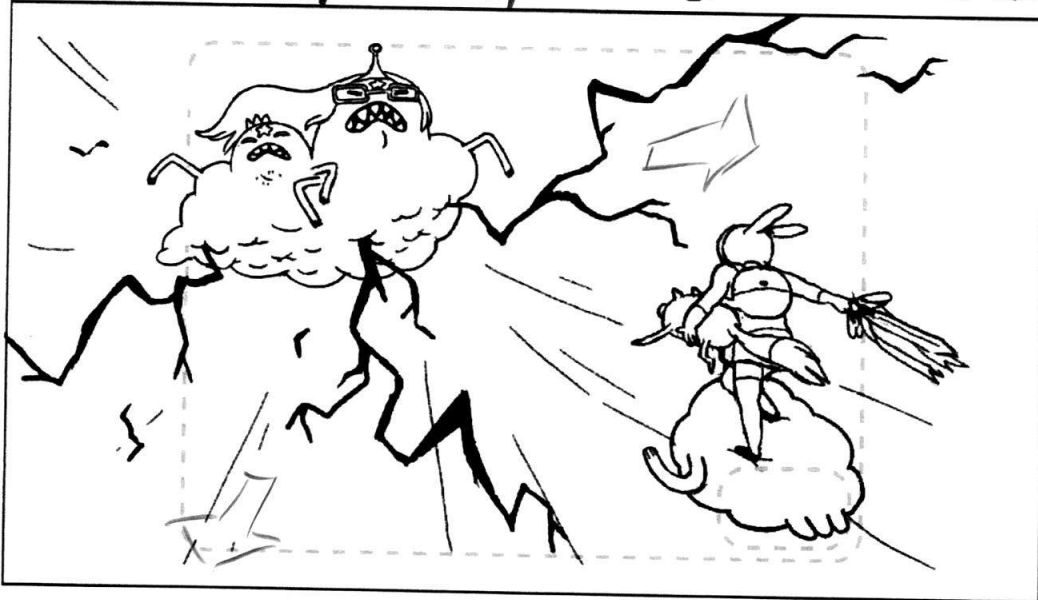
146 CONT

Pnl.

G

Bg.

day night



Sc.

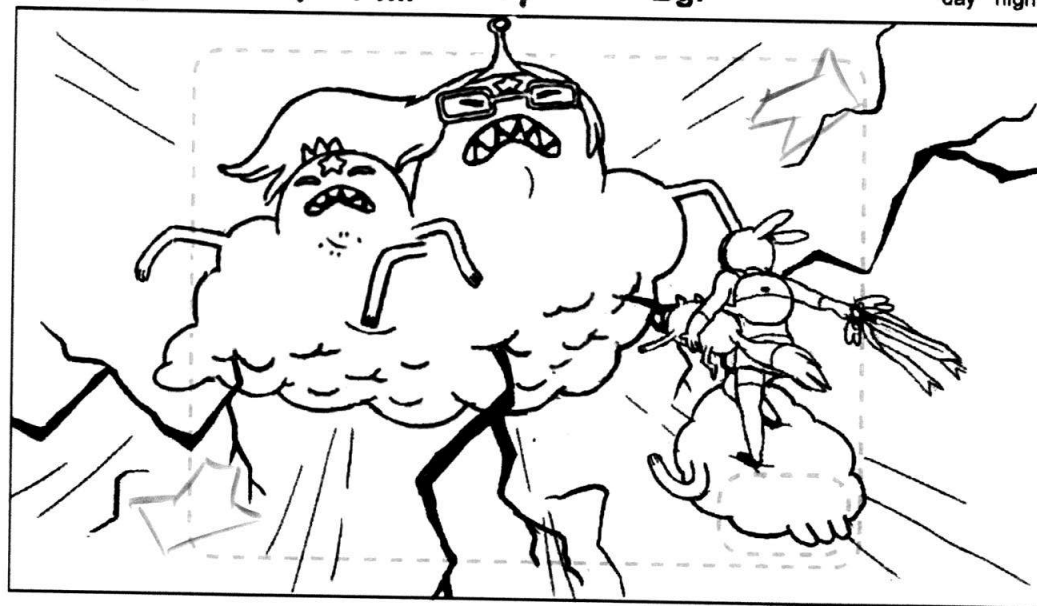
146 CONT

Pnl.

H

Bg.

day night



Dialog:

LSP/ I DO HAVE THE POWER...

Cont ANIMATE TWO CAM

Action:

-BLACK LIGHTNING CRACKLES

Timing:

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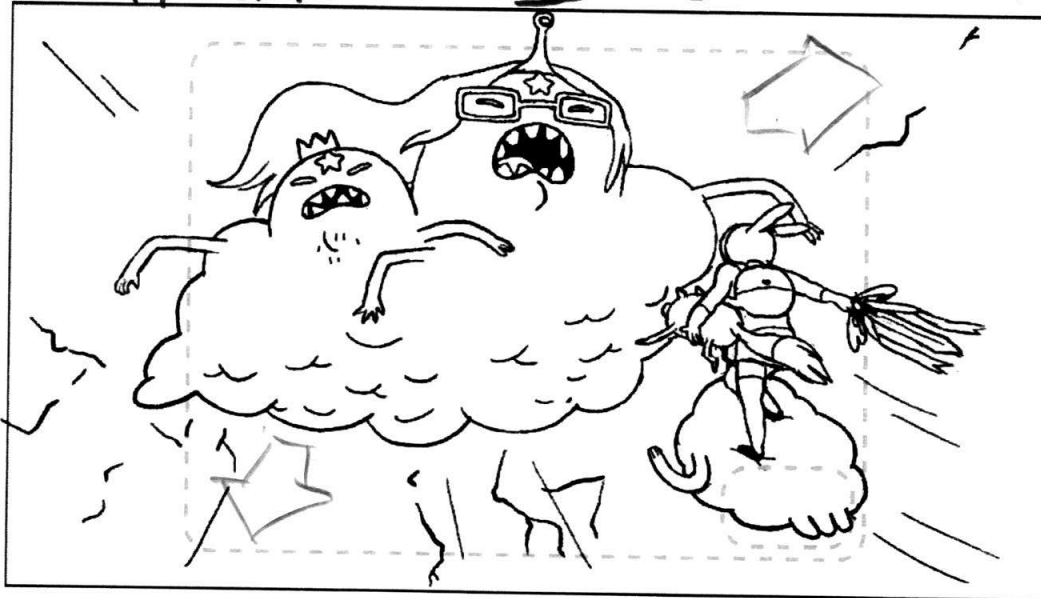


# ADVENTURE TIME

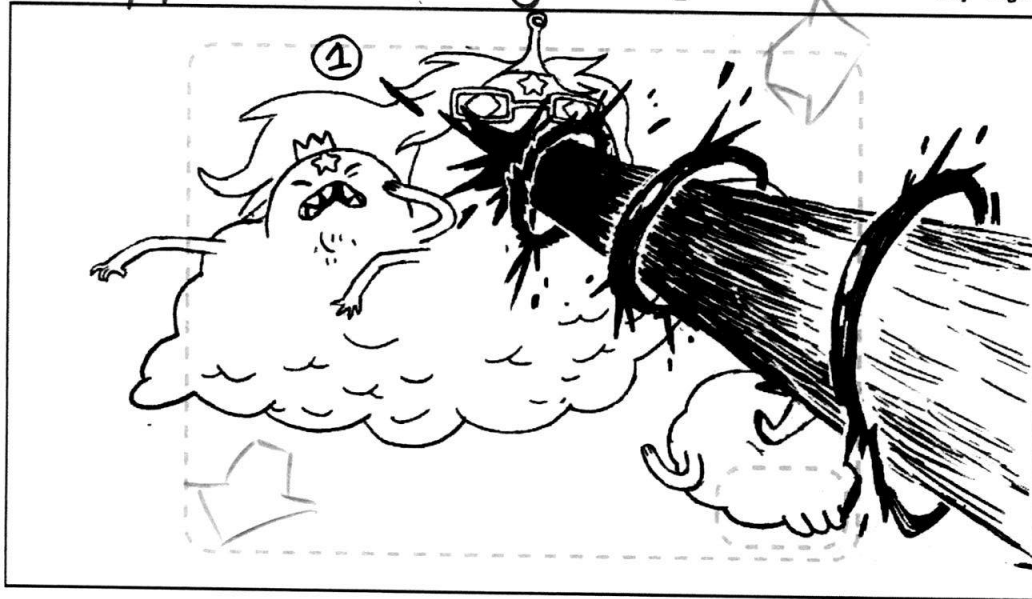


NO SC  
147

Sc. 146 cont Pnl. I Bg. day night



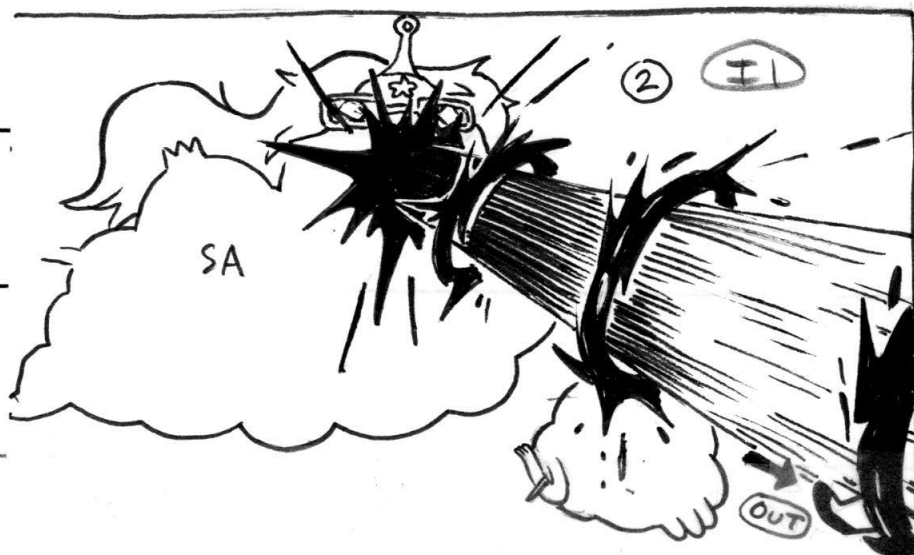
Sc. 146 cont Pnl. J Bg. day night



Dialog:

Action:

Timing:



LSQ/ BLAAARGH  
SFX/ \* POOSH! \*

-BLAST OF BLACK ENERGY HITS FINN

JAN 23 2014

HU  
CUT

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Production :

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MO  
Cut

# ADVENTURE TIME



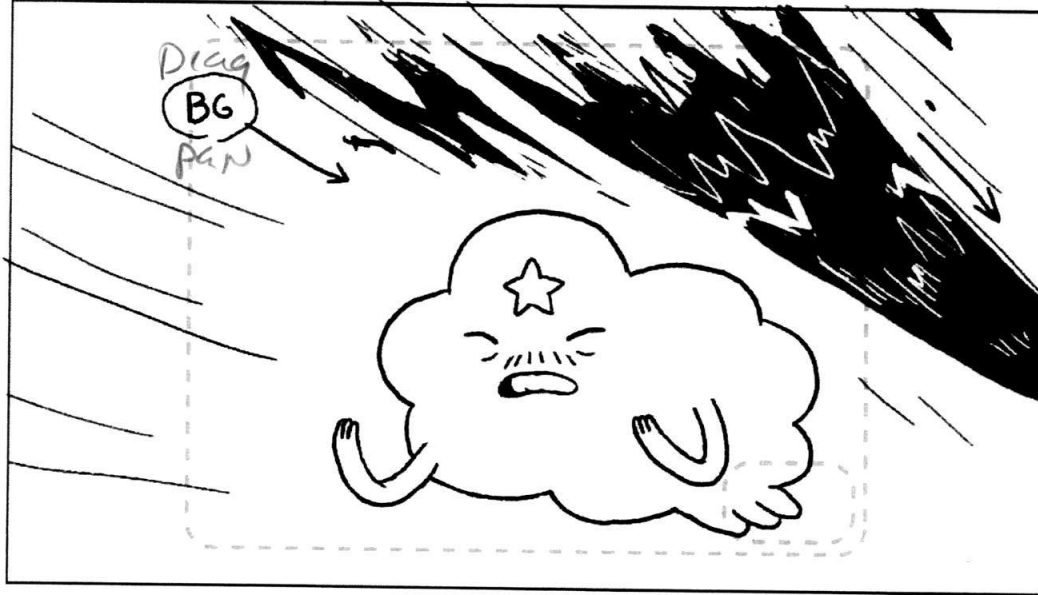
Page 218

Sc. 148

Pnl. A

Bg.

day night

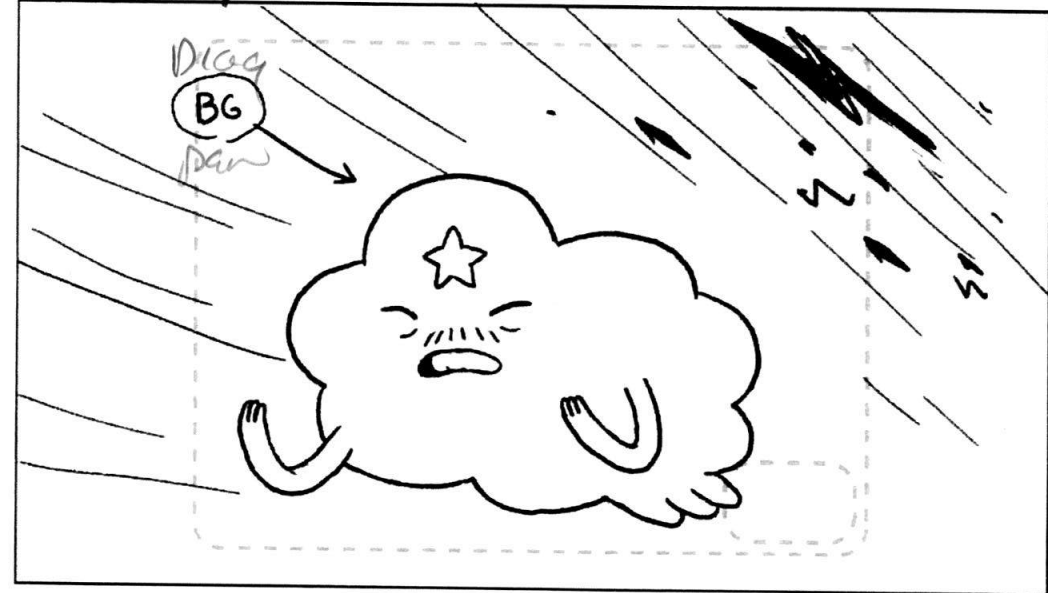


Sc. 148 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

ENERGY BEAM DISSIPATES OVER LSP

Timing:

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# ADVENTURE TIME



Sc. 148 *CONT* Pnl. *C* Bg.

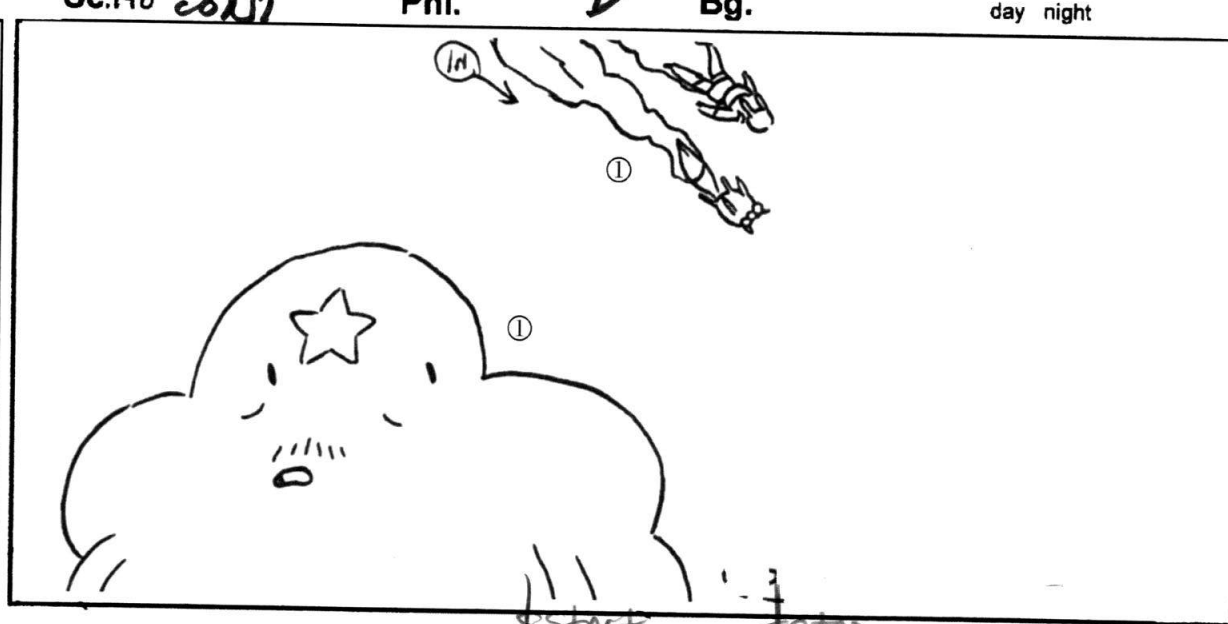
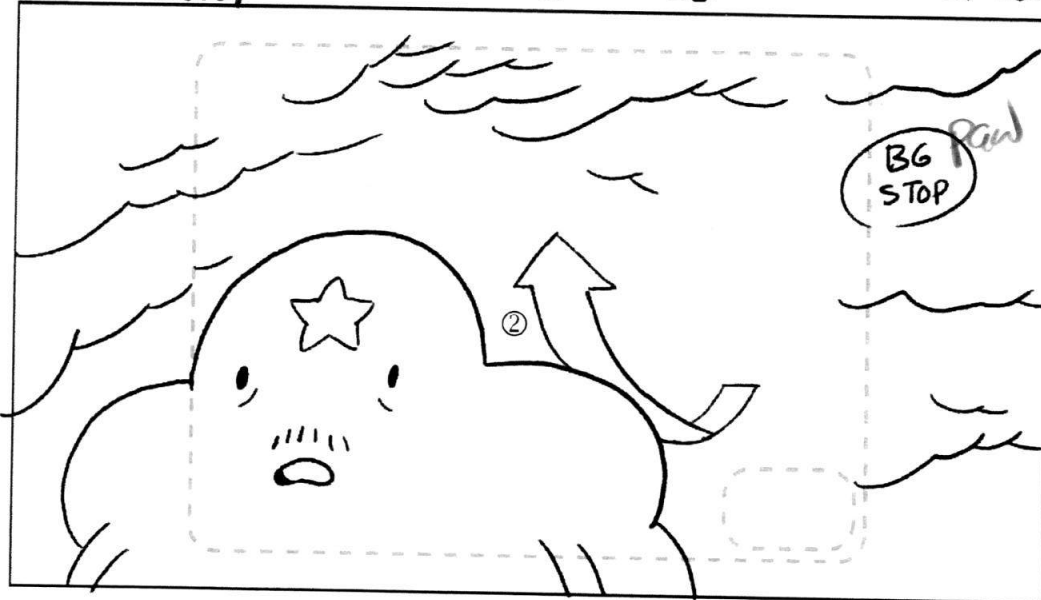
day night

Sc. 148 *CONT*

Pnl. *D* Bg.

Page *219*

day night



Dialog:

LSP / MUH?

F / UHH H

Action:

- LSP STOPS & LOOKS UP

- LSP LOOKS BACK  
- SMOKING F+G FALL ON/S.

Timing:



Production :

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# ADVENTURE TIME



Ho  
Cut

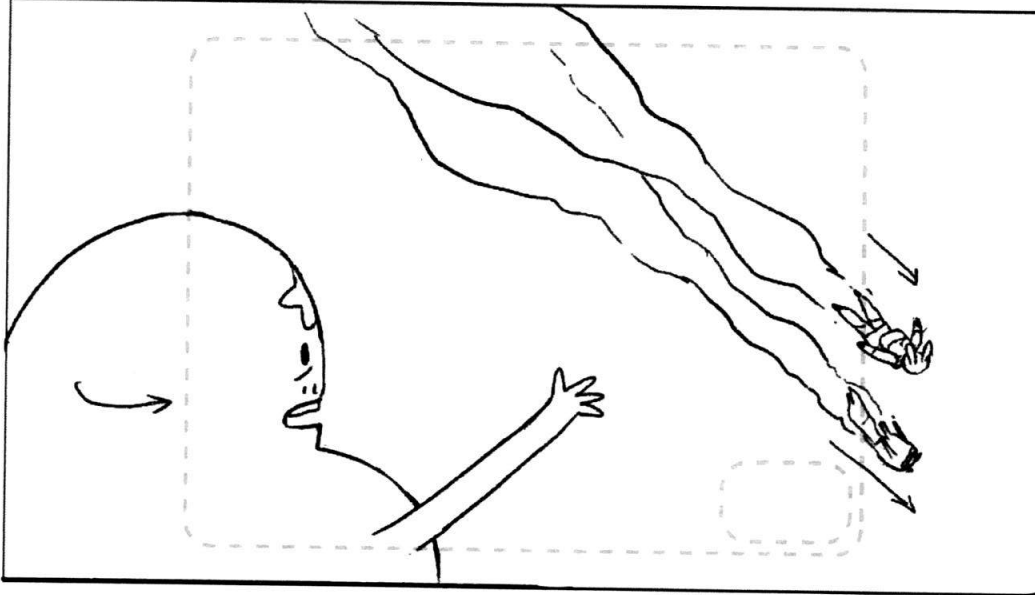
Page 220

Sc. 148 CONT

Pnl. E

Bg.

day night

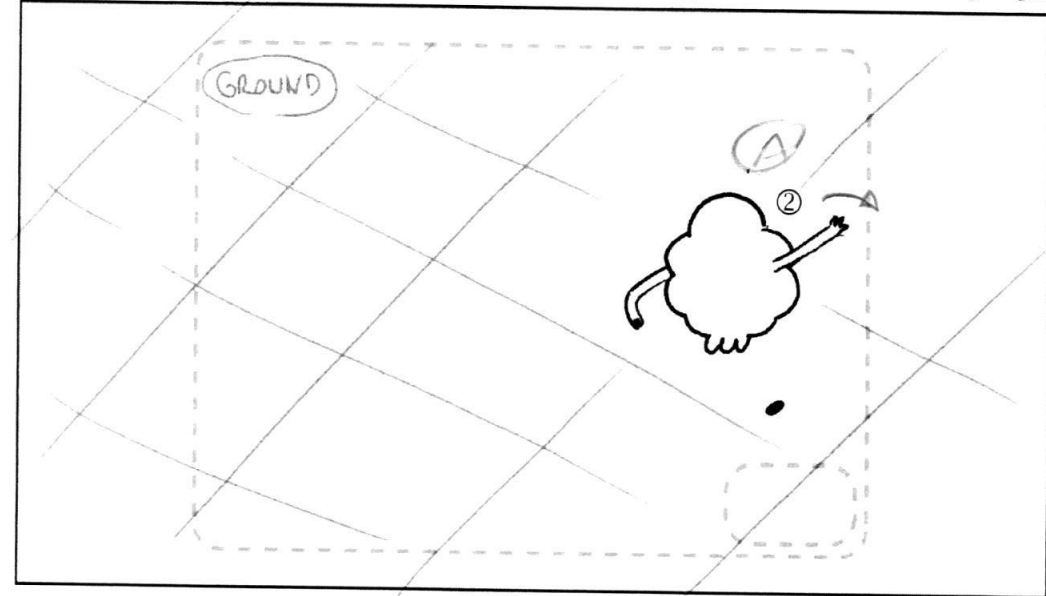


Sc. 149

Pnl. A

Bg.

day night



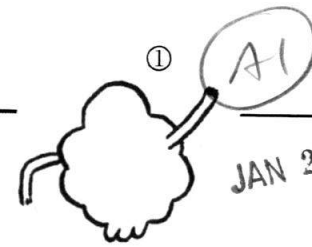
Dialog:

LSP/ FIONNA!

Action:

Timing:

LSP / I NEED YOUR CAVEMAN STRENGTH!



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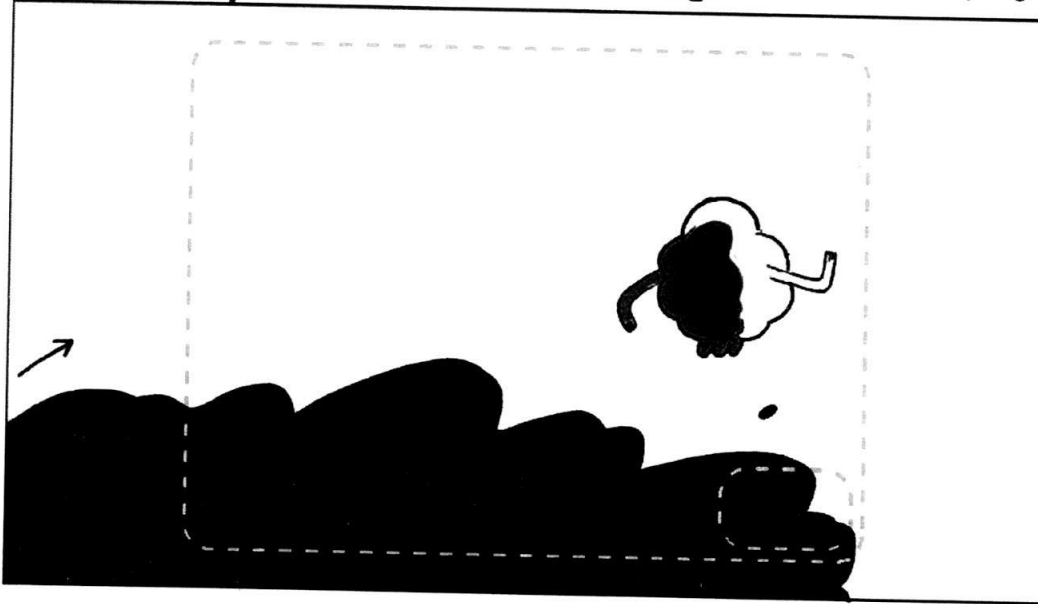


Sc. 149 *CONT*

Pnl. B

Bg.

day night



Sc. 149 *CONT*

Pnl. C

Bg.

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day night



Dialog:

LSP/ UH?

Action:

SHADOW OVERTAKES LSP

Timing:

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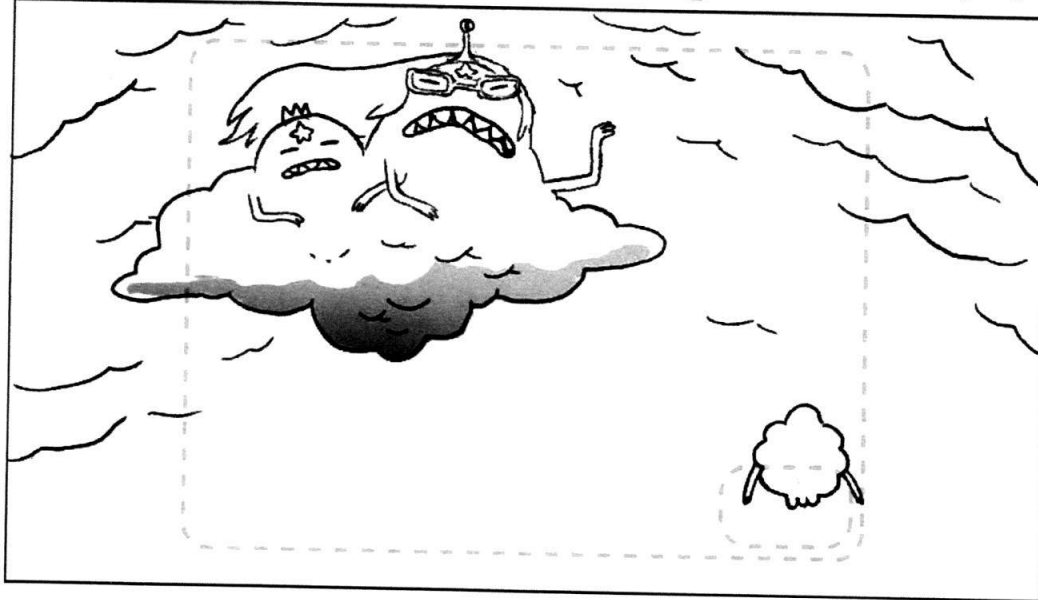
Page 222

Sc. 150

Pnl. A

Bg.

day night



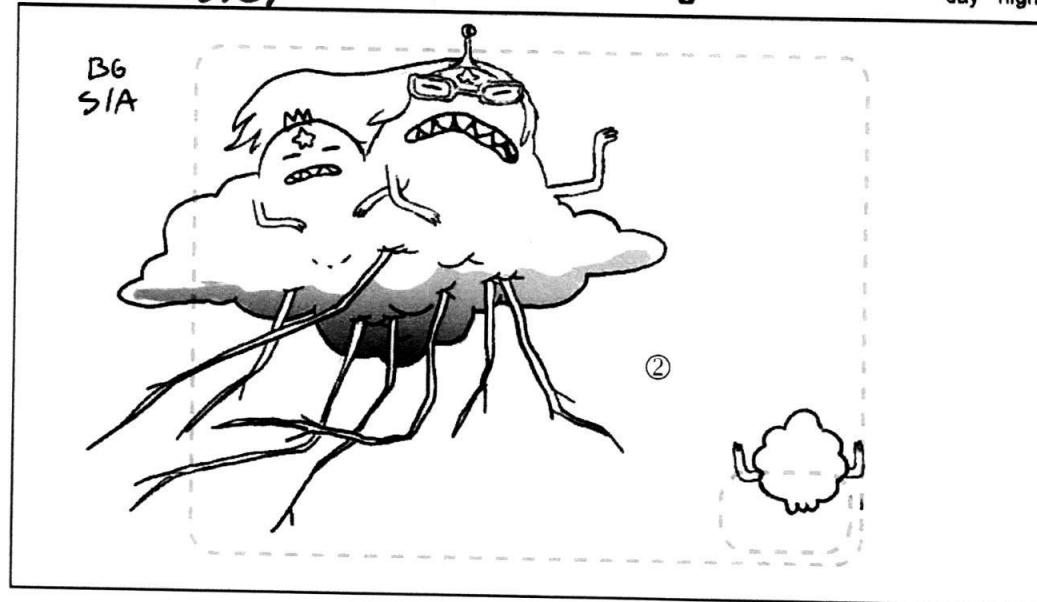
Sc. 150

CONT

Pnl. B

Bg.

day night



Dialog:

LSK / YOU -

Action:

Timing:



LSQ / MUST -  
SFX / \* KKK - KKKK \*

LSM SPROUTS TENTACLES

JAN 23 2014



EPISODE #

1025-167

Production :

1025/167

1025/167

# ADVENTURE TIME

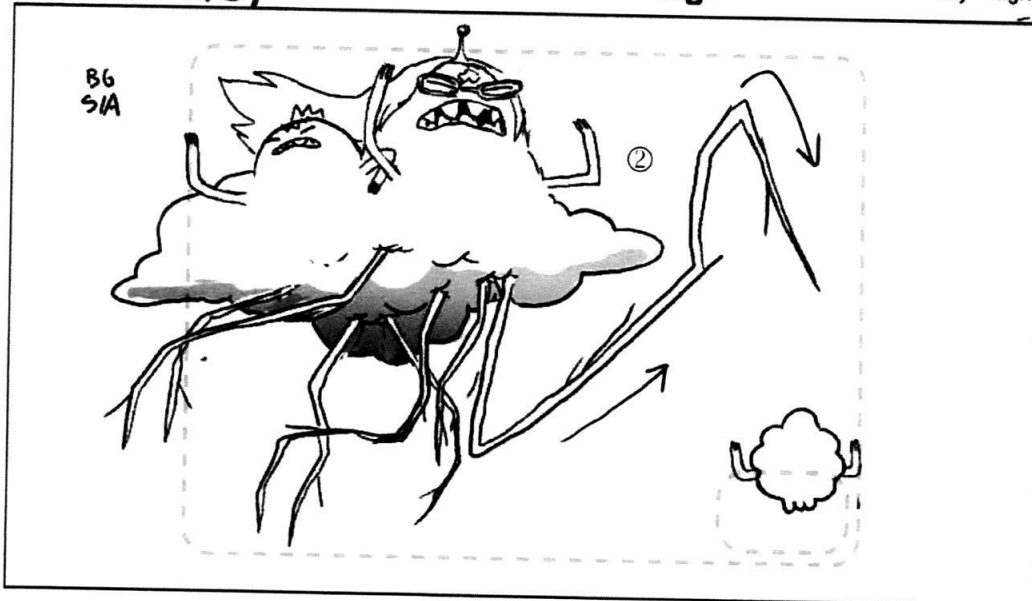


Sc. 150 *CONT*

Pnl. c

Bg.

day night

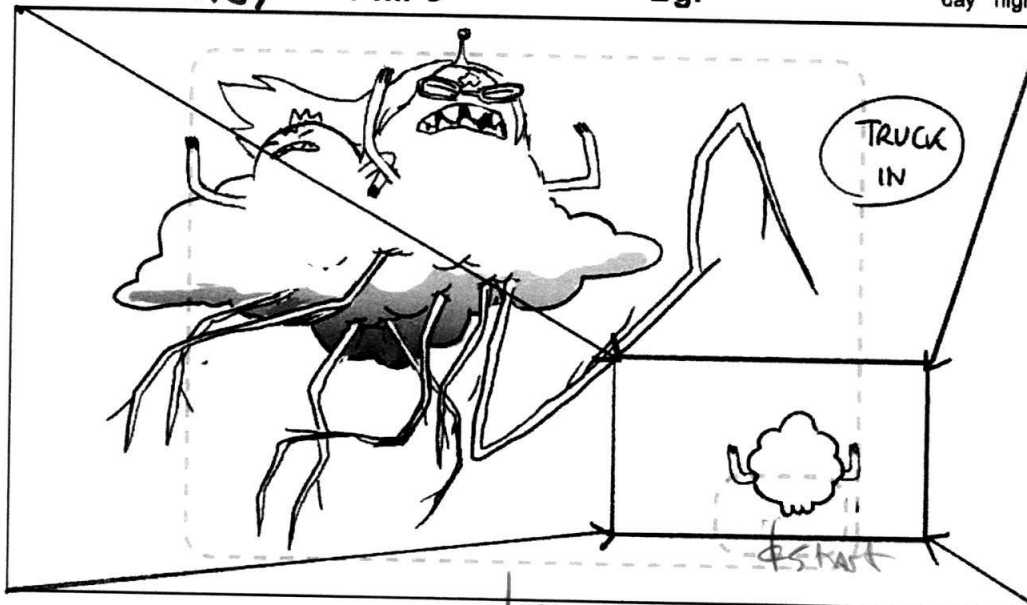


Sc. 150 *CONT*

Pnl. D

Bg.

day night



Dialog:

LSM /

OBEY...

Diag truck IN

Action:

Timing:



- FAST TRUCK IN ON LSP

JAN 23 2014

EPISODE # 1025-167

1025/167

Production :

1025/167

# ADVENTURE TIME



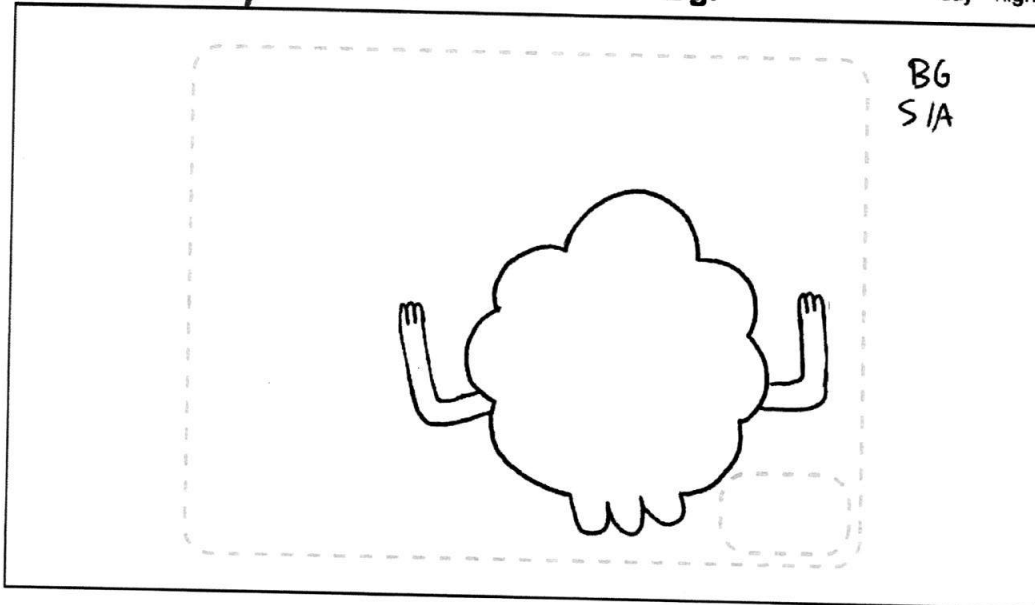
NO SC  
151

Sc. 150 *CONT*

Pnl. E

Bg.

day night



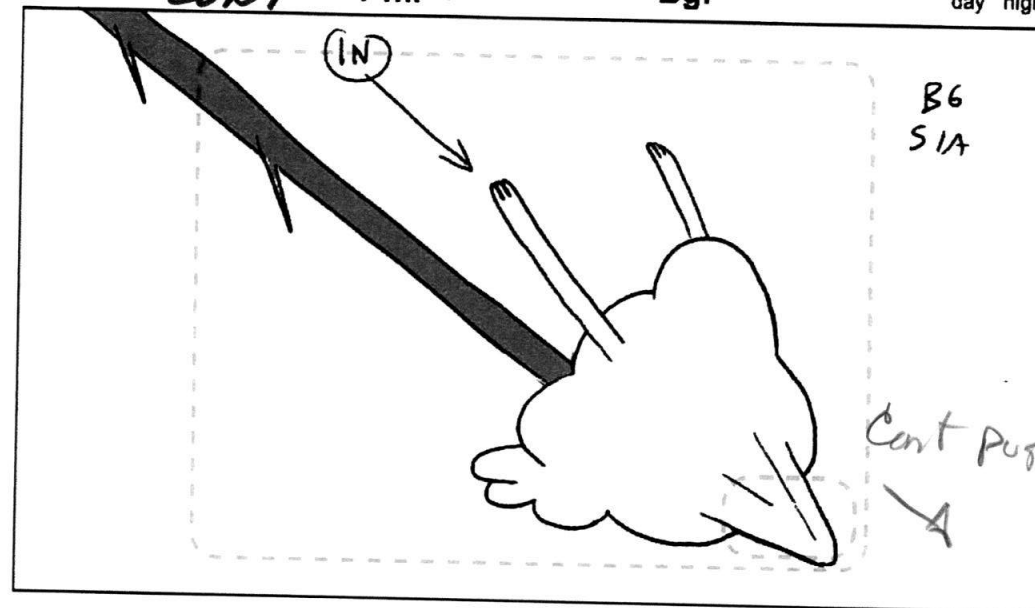
Sc. 150 *CONT*

Pnl. F

Bg.

Page 224

day night



Dialog:

LSP/ EU GHH!  
SFX/ SPLK

Action:

-TENTACLE HAS LSP

JAN 23 2014

Timing:

EPISODE #

1025-167

Production :

1025/167

1025/167

*He  
Cont*



# ADVENTURE TIME



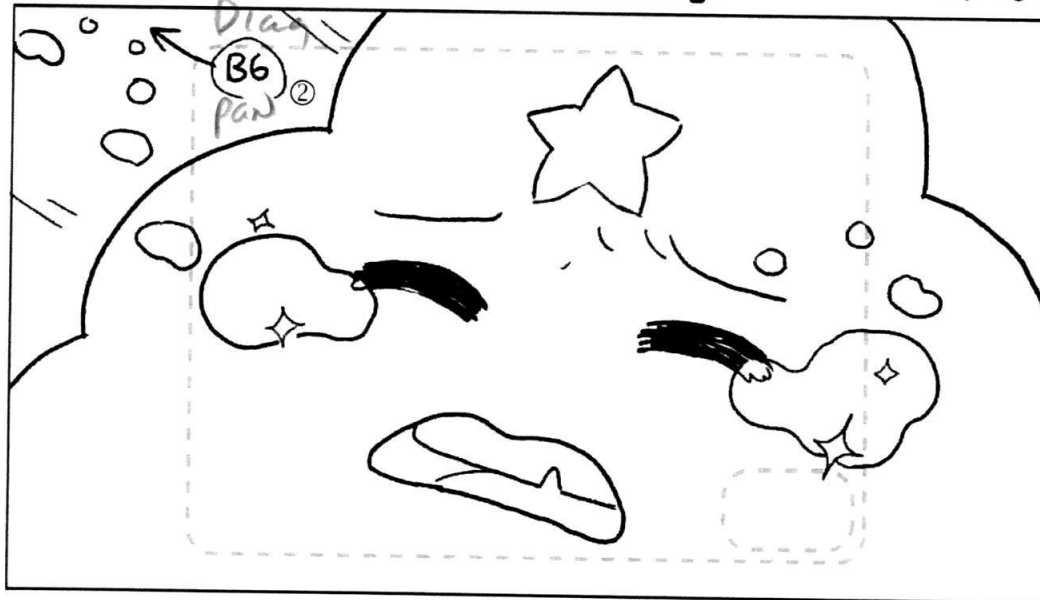
Page 225

Sc. 152

Pnl. A

Bg.

day night

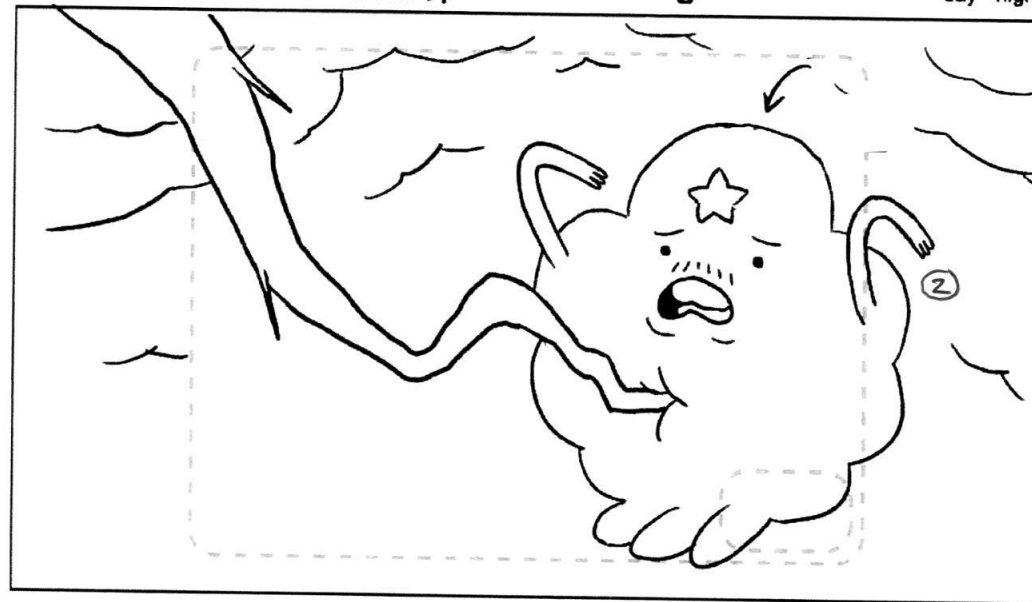


Sc. 153

Pnl. A

Bg.

day night



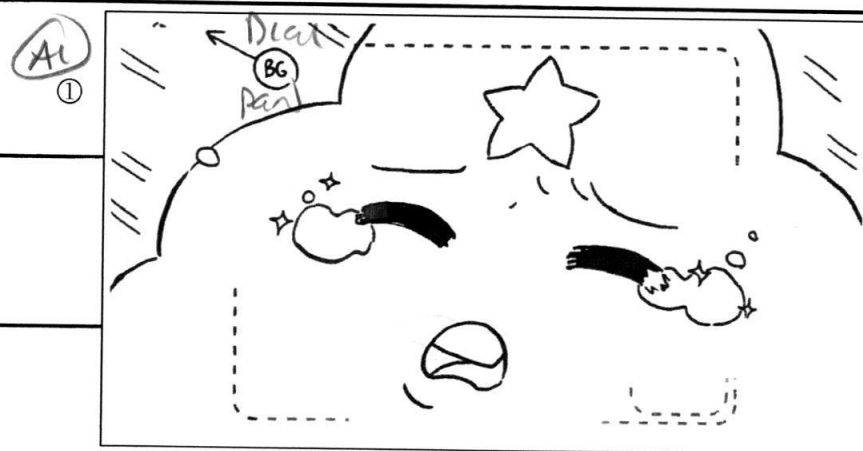
Dialog:

LSP/ MY HEART!

LSP/ You're draining away my-

Action:

Timing:



JAN 20 2011

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Production :

1025/167

1025/167

Hw Cut

1025/167

# ADVENTURE TIME



No Scs. 154-160

Page 226

NO Pgs 227-229  
day night

Sc. 153 *cont*

Pnl. 3

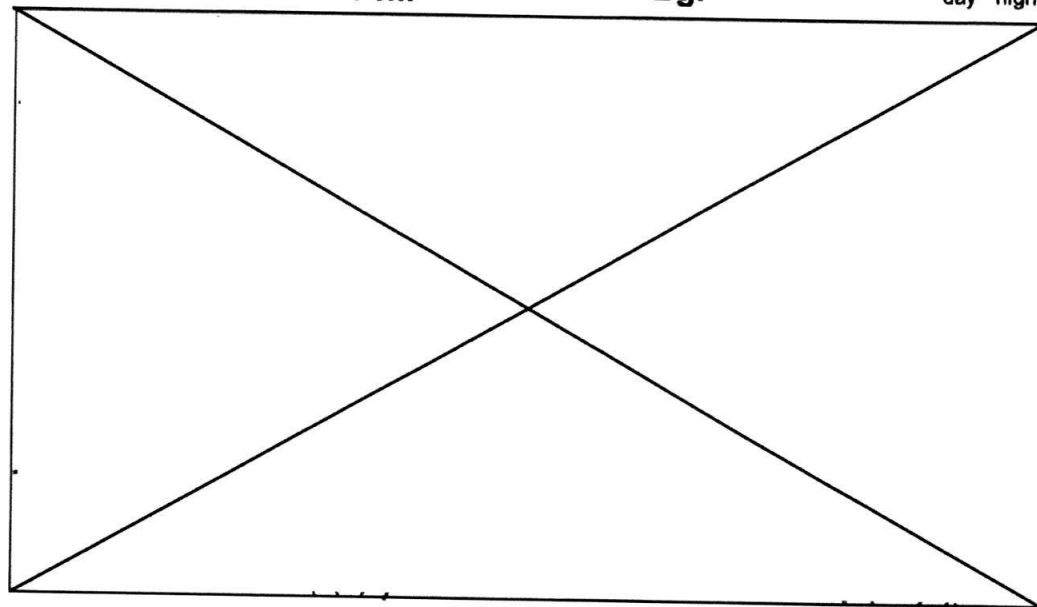
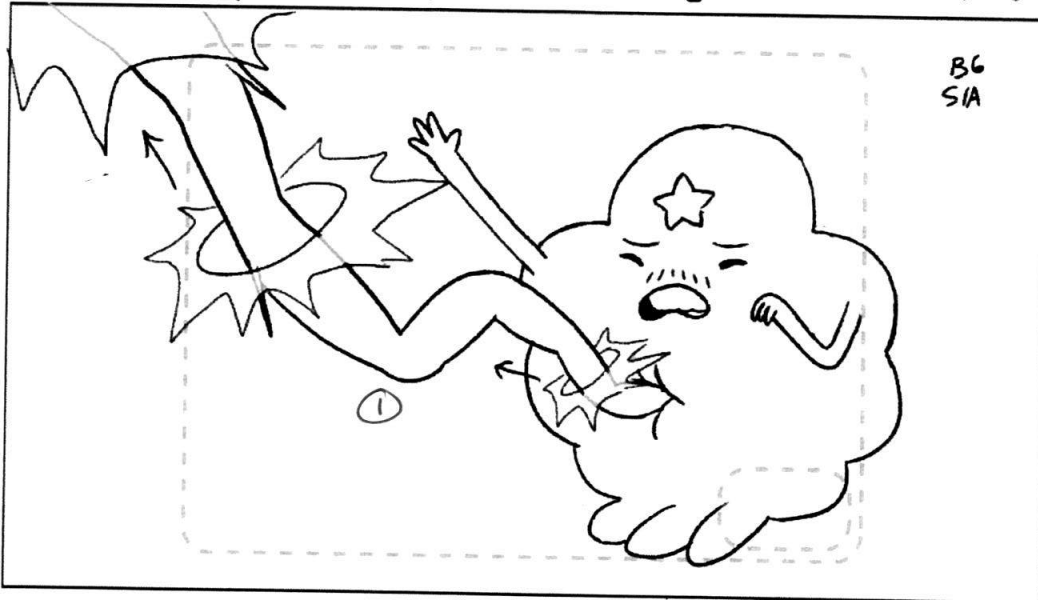
Bg.

day night

Sc.

Pnl.

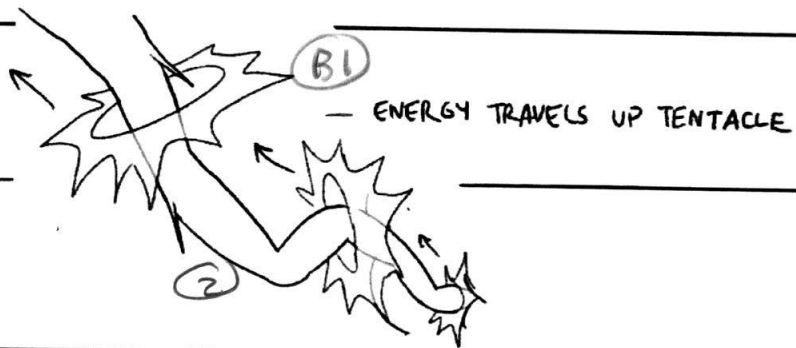
Bg.



Dialog:

LSP / MY LOVE!

Action:



Timing:

JAN 23 2014

Production :

EPISODE #

1025-167

1025/167

1025/167

Cut

# ADVENTURE TIME



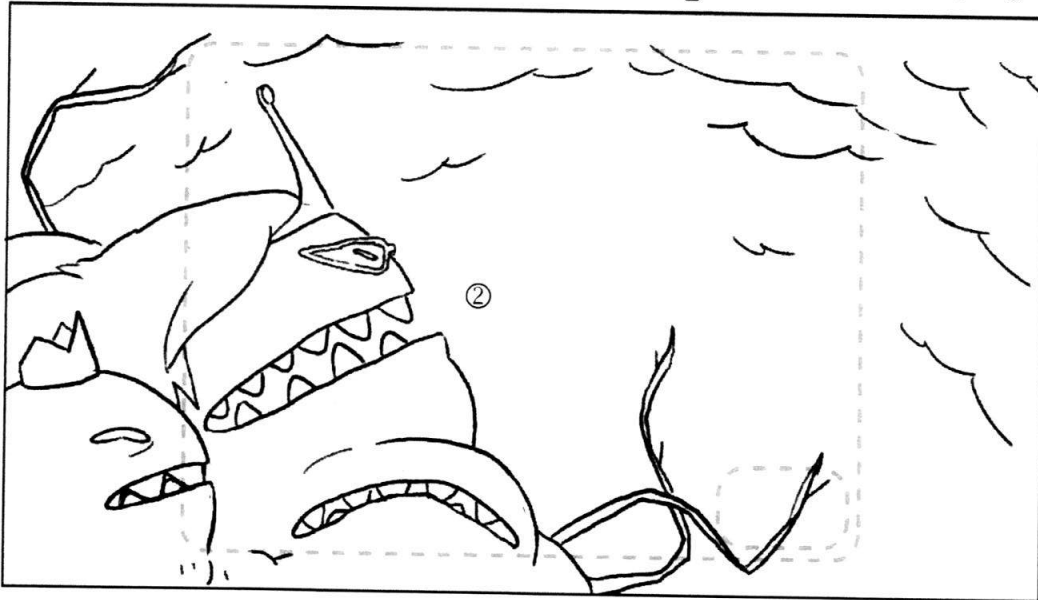
Page 230

Sc. 161

Pnl. A

Bg.

day night

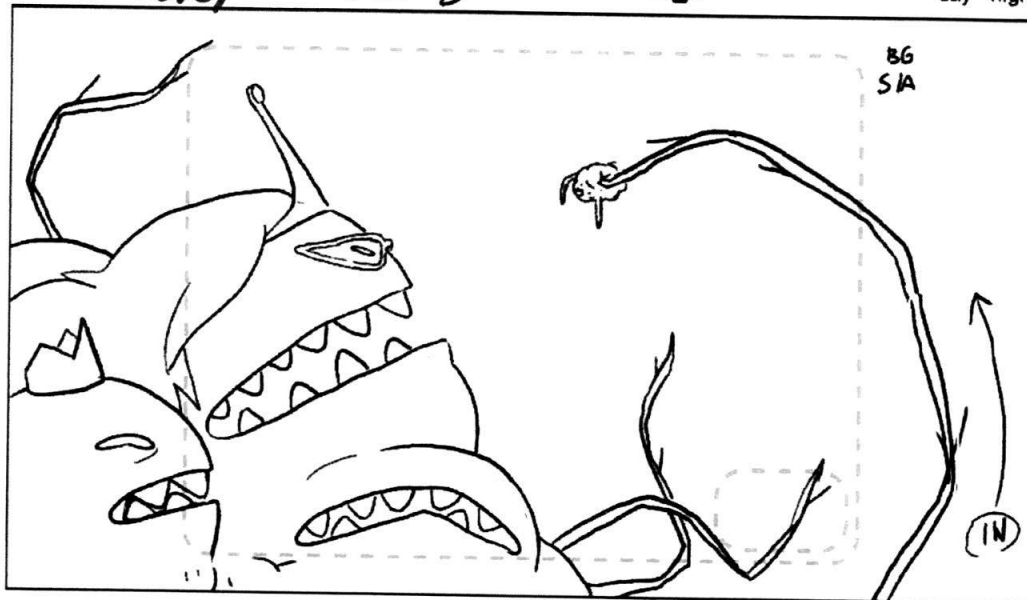


Sc. 161 CONT

Pnl. B

Bg.

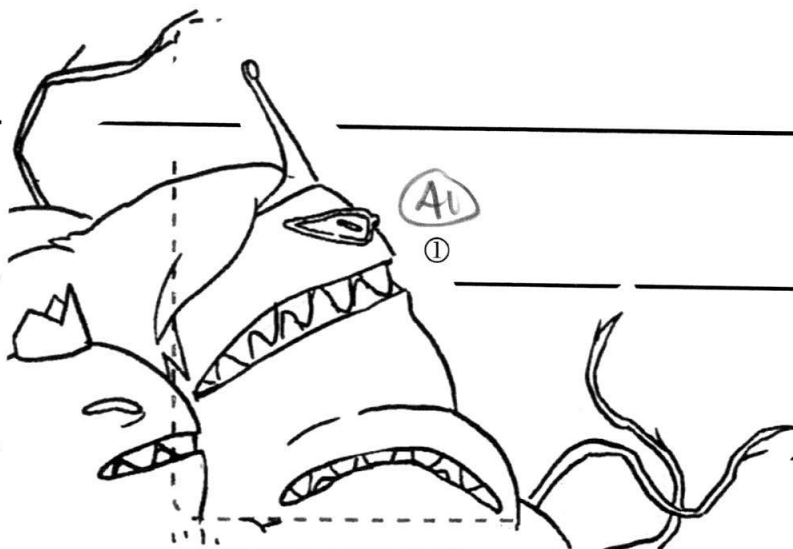
day night



Dialog:

Action:

Timing:



LSQ/ SUBMIT, YOUNG ONE. BECOME A TRUE MONSTER

JAN 23 2014

EPISODE #

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Production :

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1025/167

170  
Cut

# ADVENTURE TIME

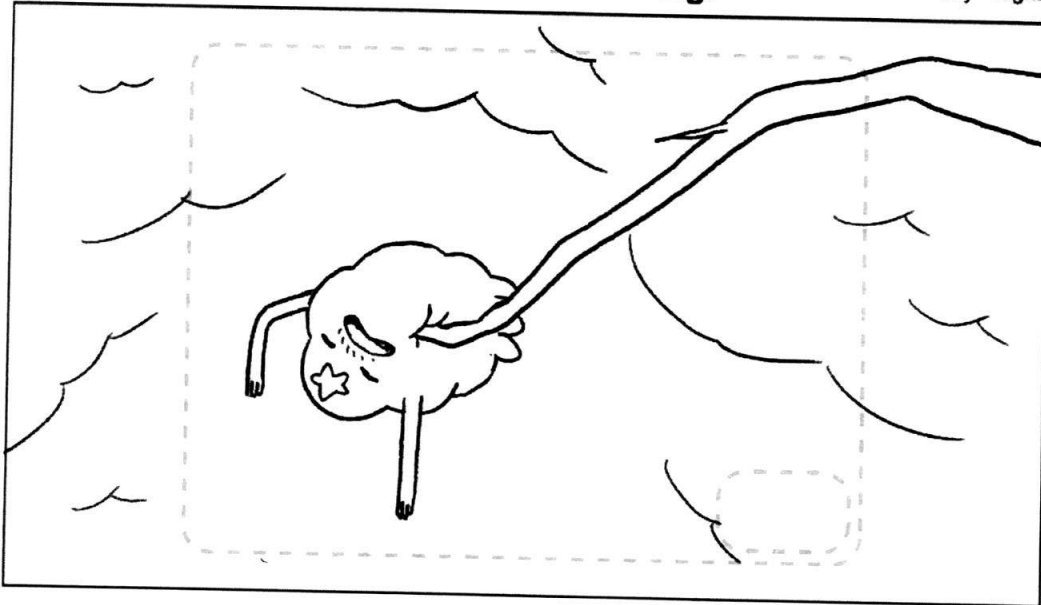


Sc. 162

Pnl. A

Bg.

day night

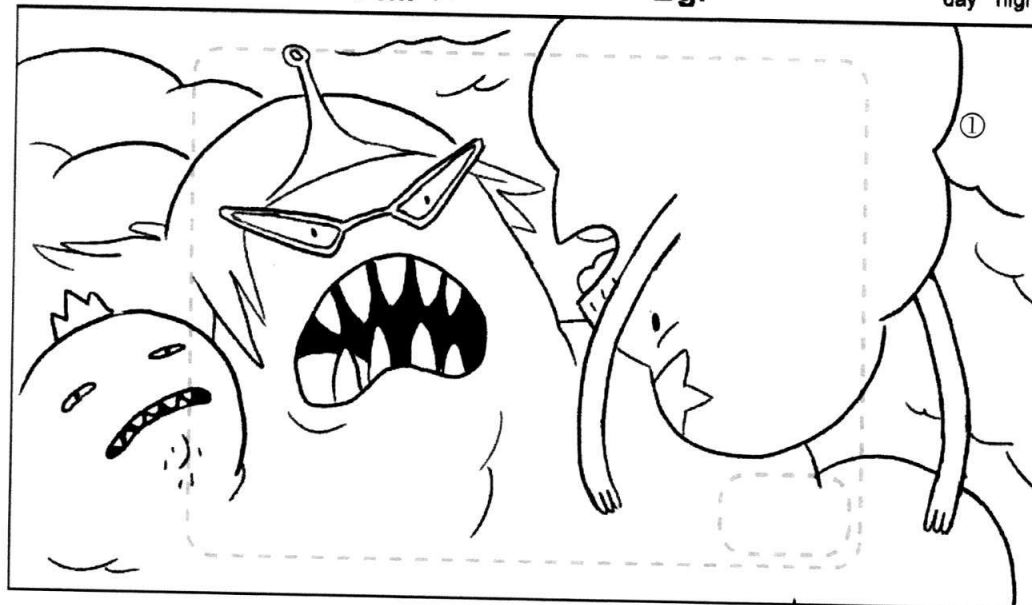


Sc. 163

Pnl. A

Bg.

day night



Dialog:

LSP/ NO. IT ISN'T RIGHT..

LSP/ FATHER, DON'T YOU REMEMBER WHEN YOU WERE YOUNG AND COOL LIKE ME?

Action:

JAN 23 2014

Timing:



Production :

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1025/167

1025/167

1025/167

Ho  
Cut

# ADVENTURE TIME



NO SC'S  
164-165

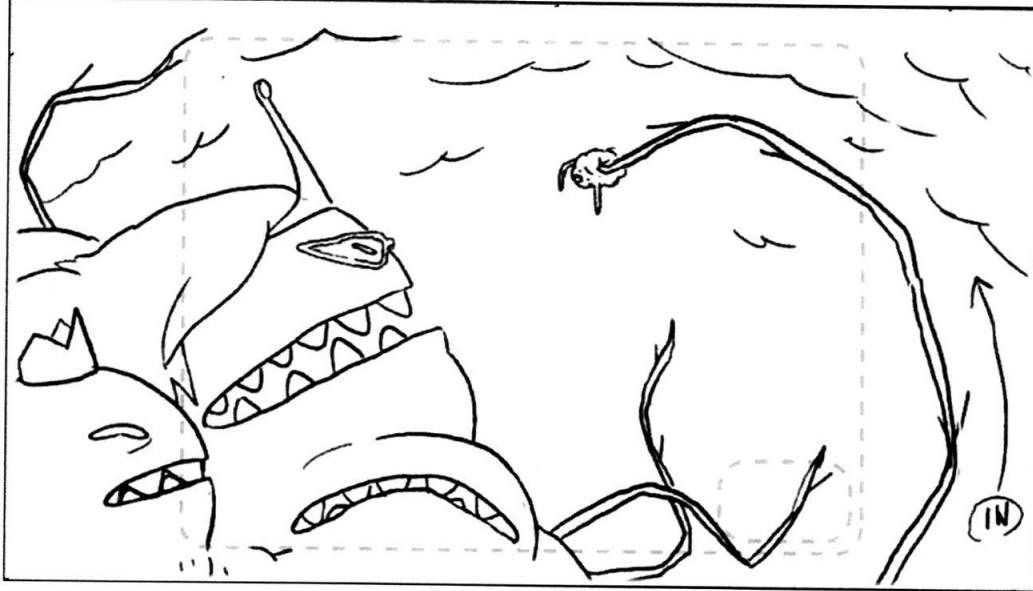
Page 232

Sc. 163A

Pnl. A

Bg.

day night



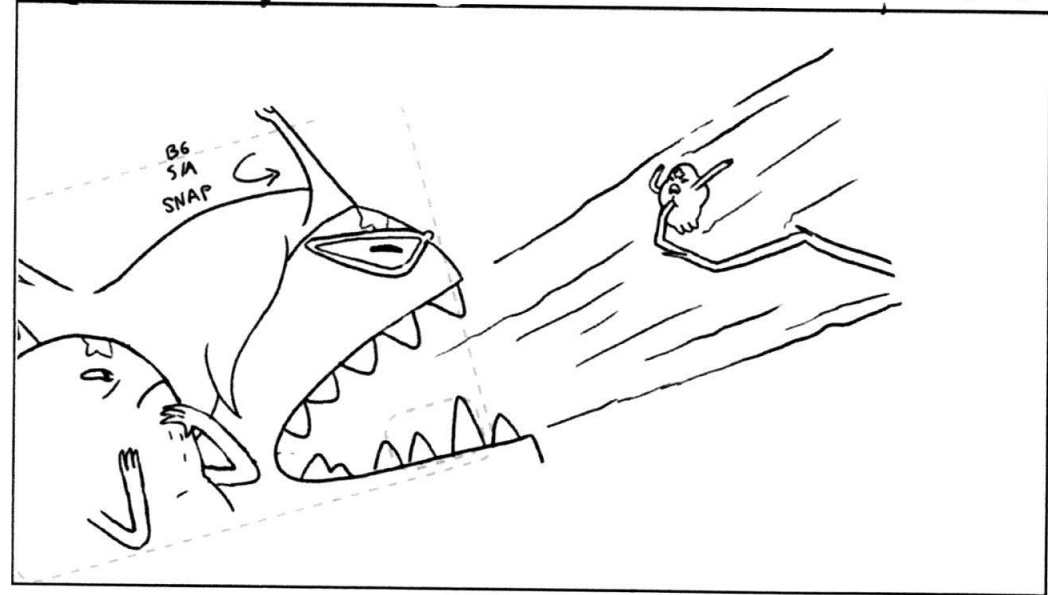
Sc. 163A

CONT

Pnl. B

Bg.

No Pgs 232-235



Ho  
Cut

Dialog:

LSQ/ SILENCE!

Action:

Timing:

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Production :

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# ADVENTURE TIME

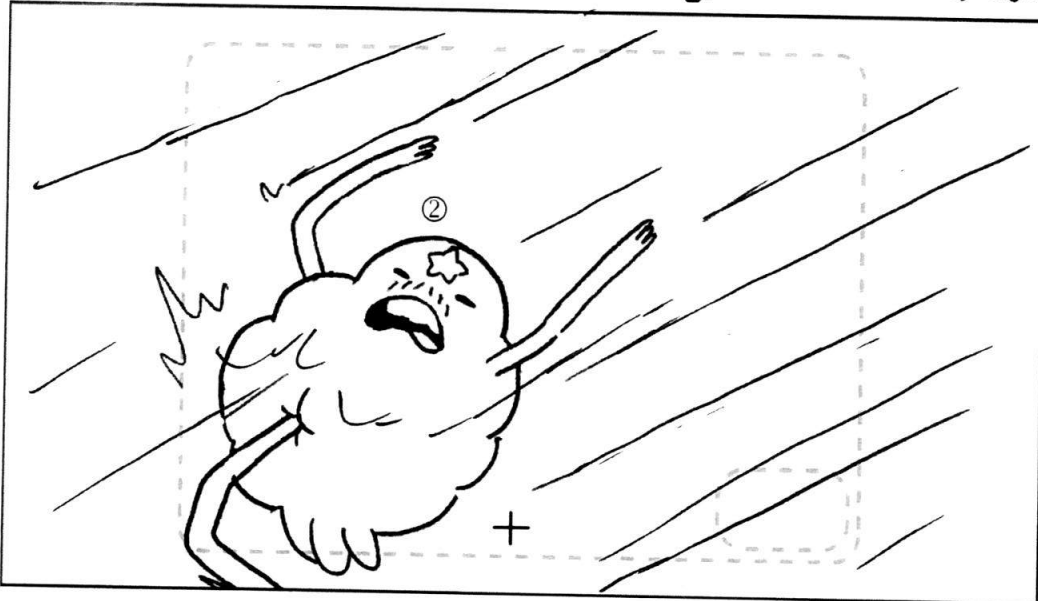


Sc. 166

Pnl. A

Bg.

day night

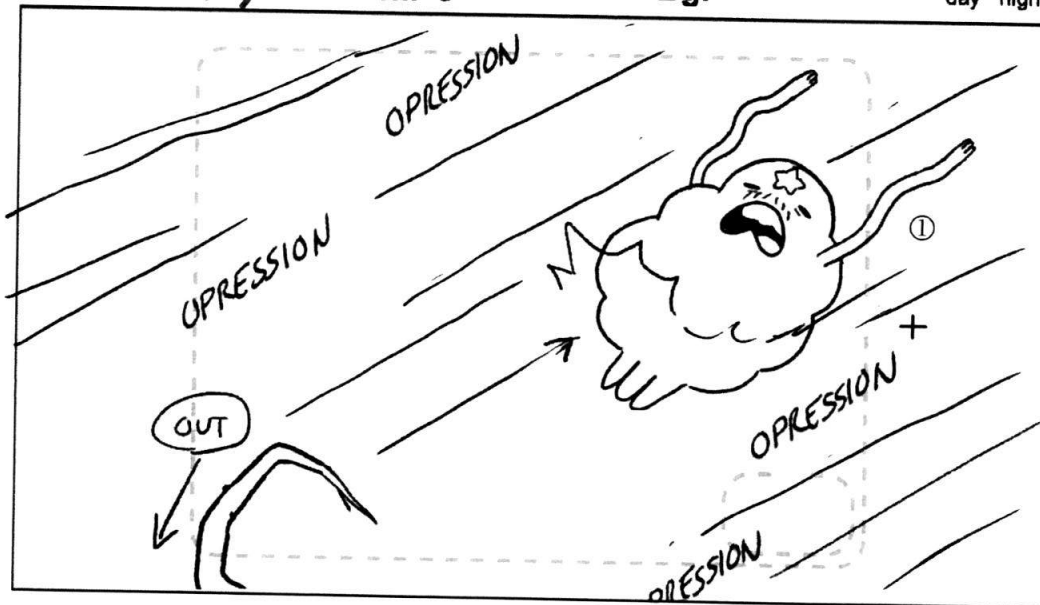


Sc. 166 *CONT*

Pnl. B

Bg.

day night



Dialog:

*LSP / EUH !*

Action:

Timing:



- LSP PUSHED BACK BY WAVES OF NEGATIVITY.



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*Ho Cut*

*Cut*

1025/167

Cut

# ADVENTURE TIME



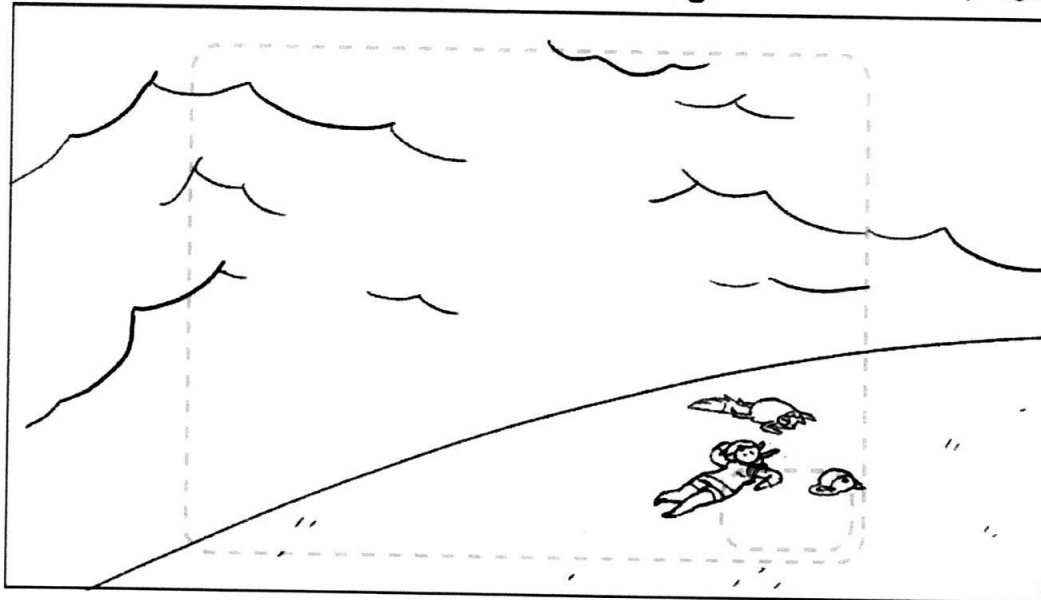
Page 237

Sc. 167

Pnl. 4

Bg.

day night



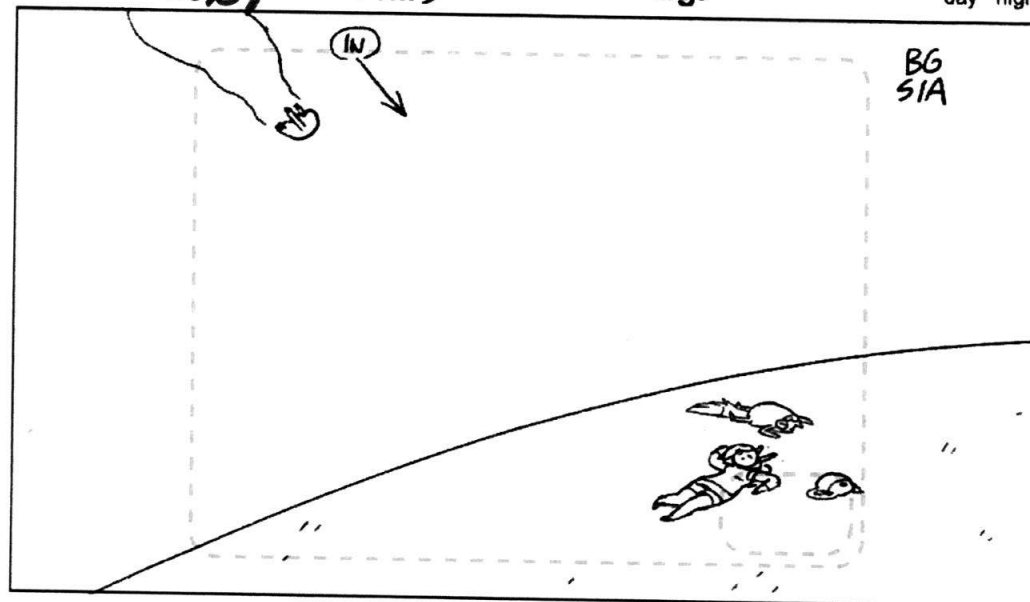
Sc. 167

cont

Pnl. 5

Bg.

day night



Dialog:

LSP / AAHHH...

Action:

- SMOLDERING LSP FALLS ON/S.

JAN 23 2014

Timing:

Production :

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1025/167



# ADVENTURE TIME



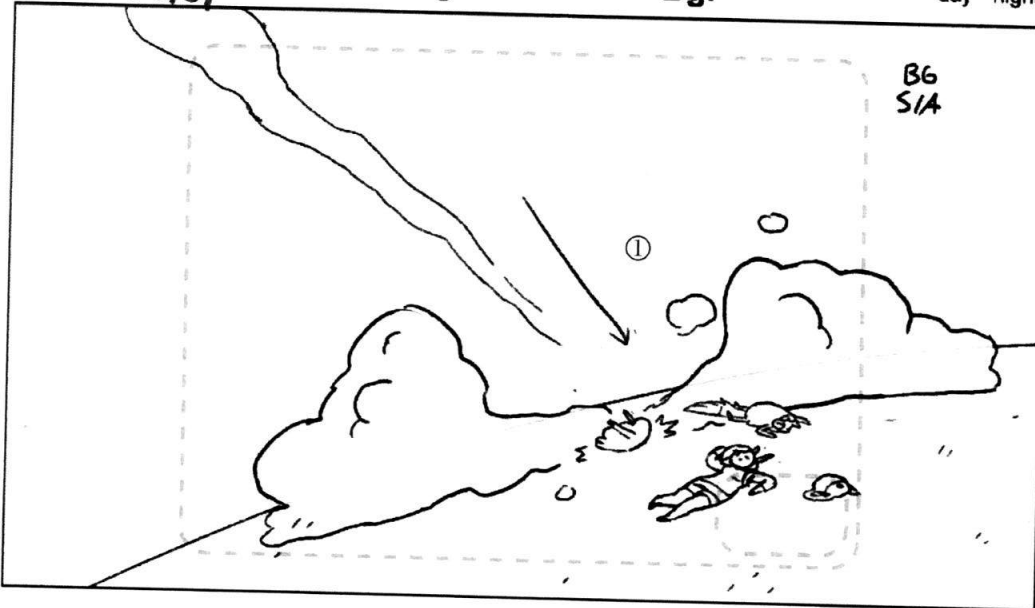
140  
cut

Sc. 167 *CONT*

Pnl. C

Bg.

day night

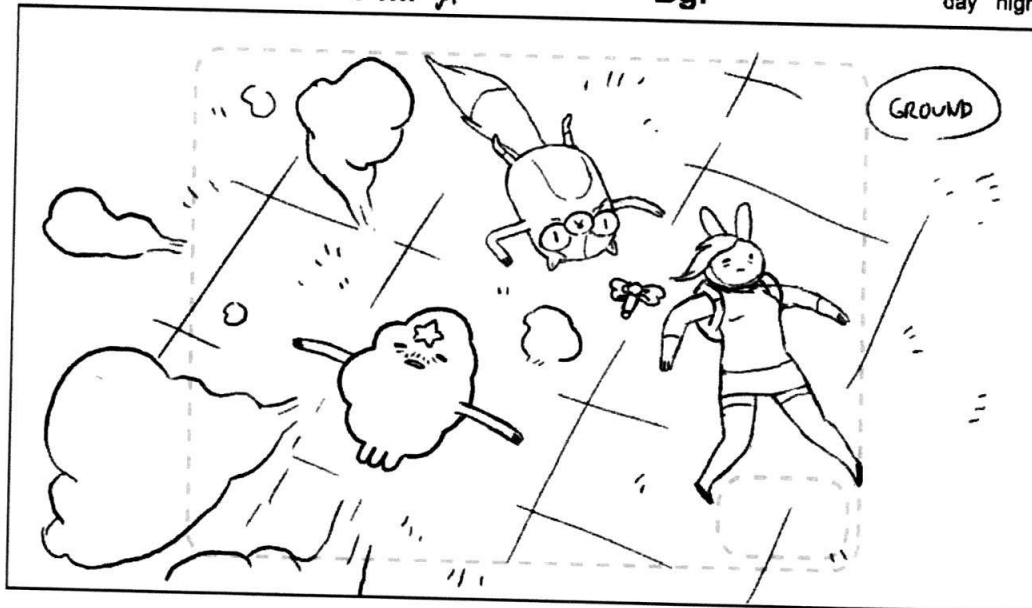


Sc. 168

Pnl. A

Bg.

day night



Dialog:

SFX/ \* THUD \*

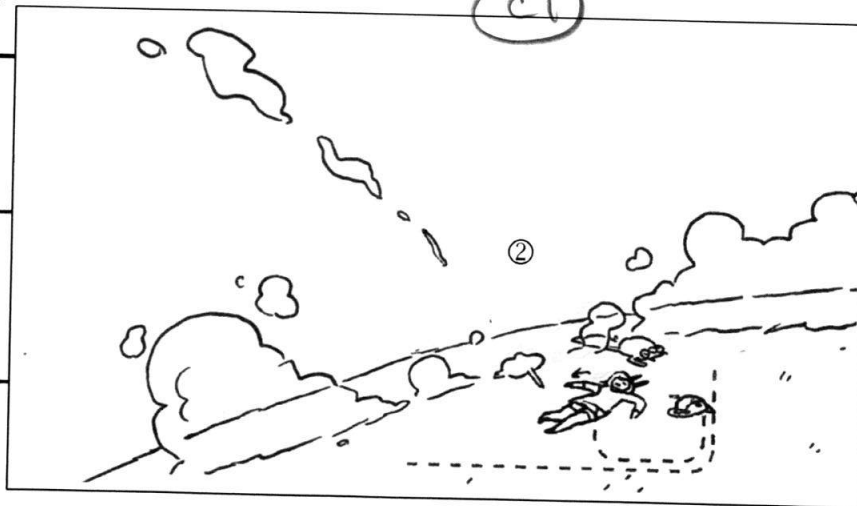
(cl)

LSP/ (GROAN)

Action:

- LSP HITS UP CLOUD  
SENDING UP DUST CLOUD

Timing:



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Production :

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# ADVENTURE TIME



Handwritten: *Ho Cut*

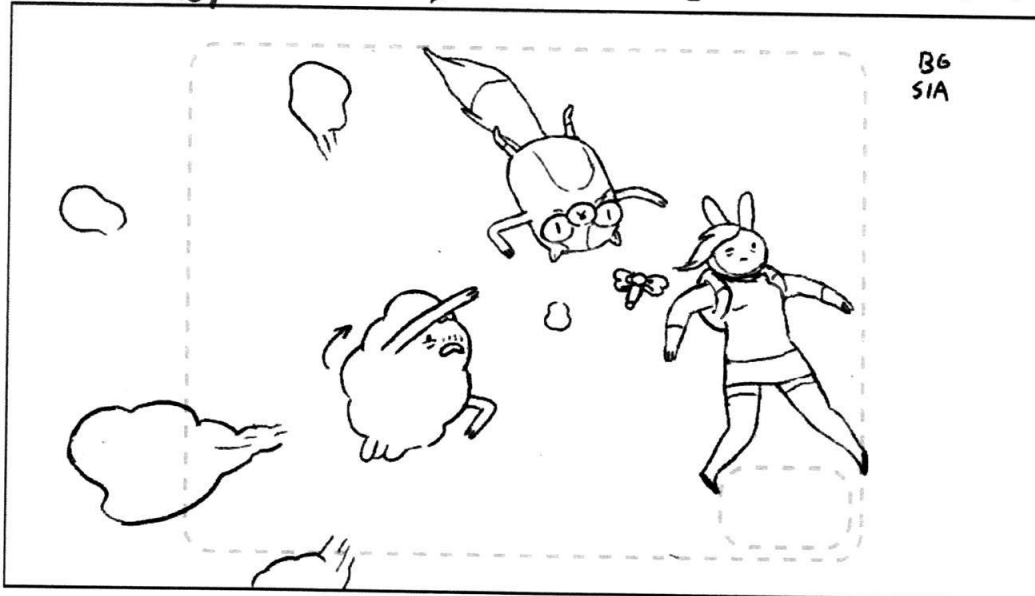
Page 239

Sc. 168 *cont*

Pnl. 3

Bg.

day night

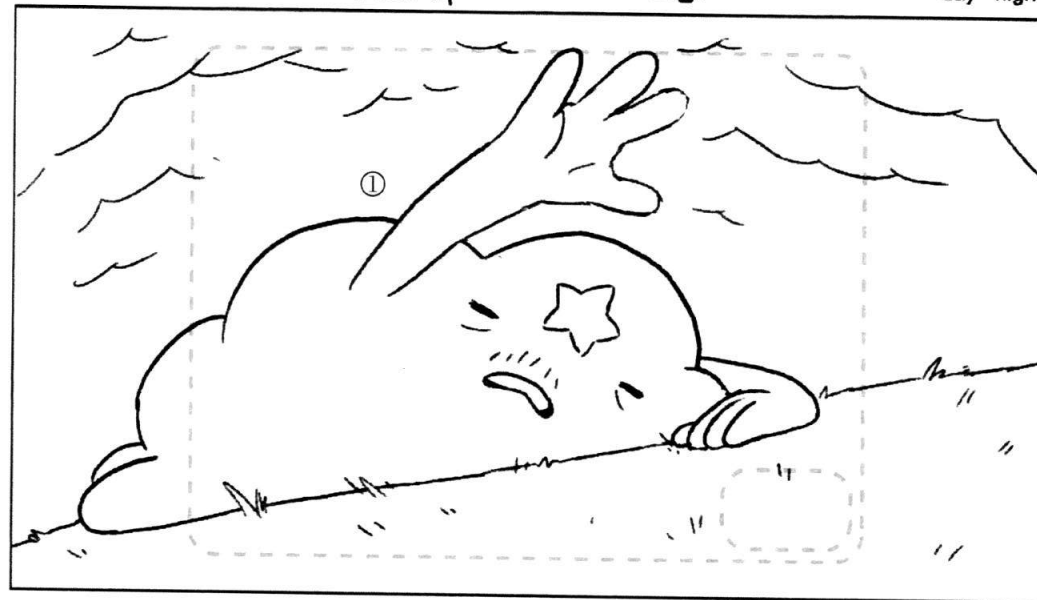


Sc. 16A

Pnl. 4

Bg.

day night



Dialog:

LSP/ FIONNA... THIS IS THE END FOR ME.

LSP/ But at least-

Action:

- LSP ROLLS TOWARDS FIONNA.
- DUST CLOUD DISSIPATES

Timing:



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1025/167

Production :

1025/167

# ADVENTURE TIME



*Cut*

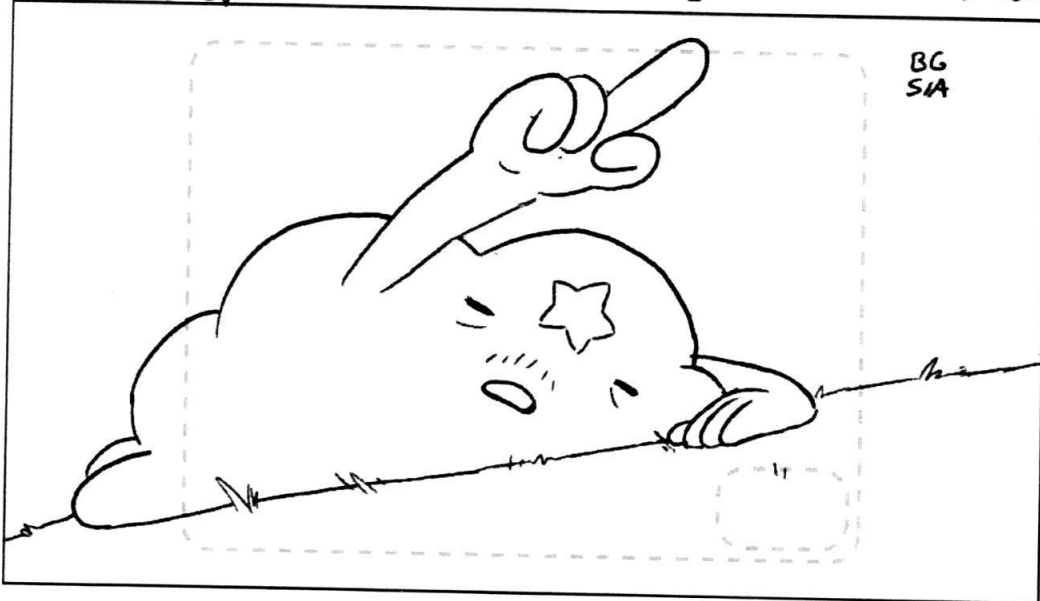
Page 240

Sc. 169 *CONT*

Pnl. B

Bg.

day night

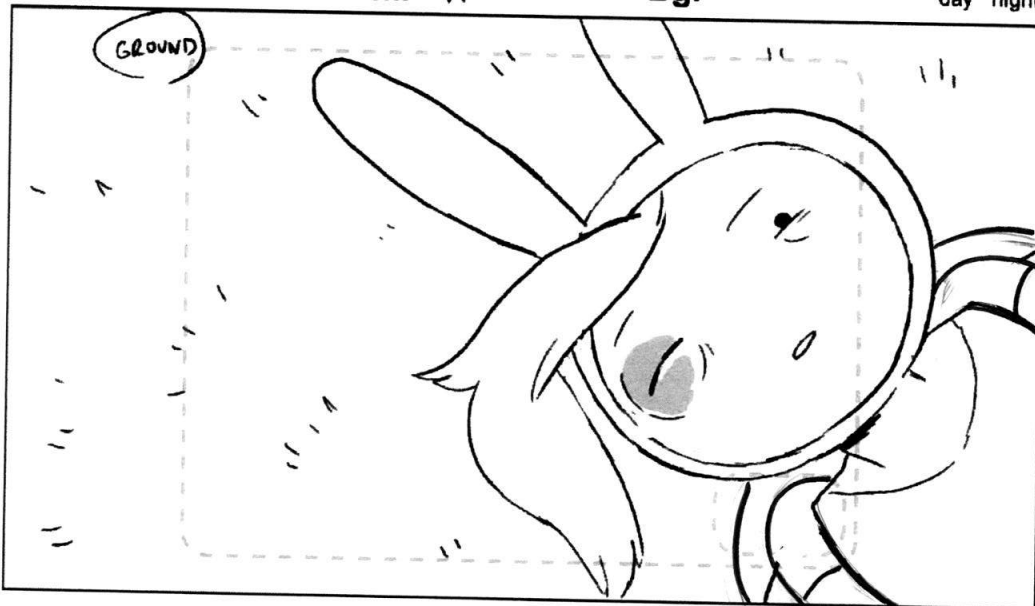


Sc. 170

Pnl. A

Bg.

day night



Dialog:

LSP / BUT I MADE YOU PROUD, DIDN'T I ?

F / ...

Action:

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Timing:

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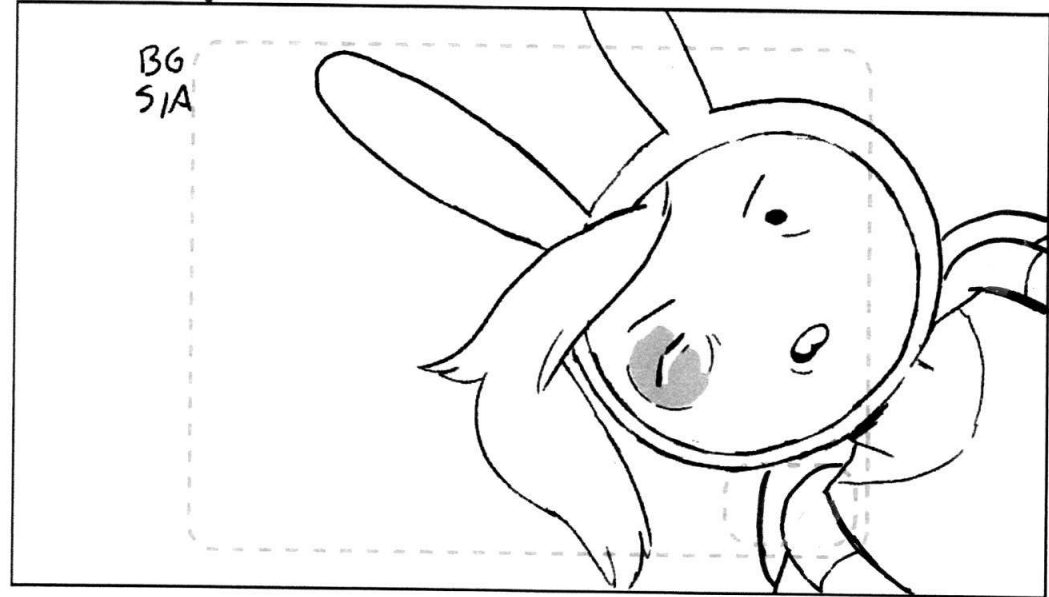
Page 241

Sc. 170 *CONT*

Pnl. D

Bg.

day night

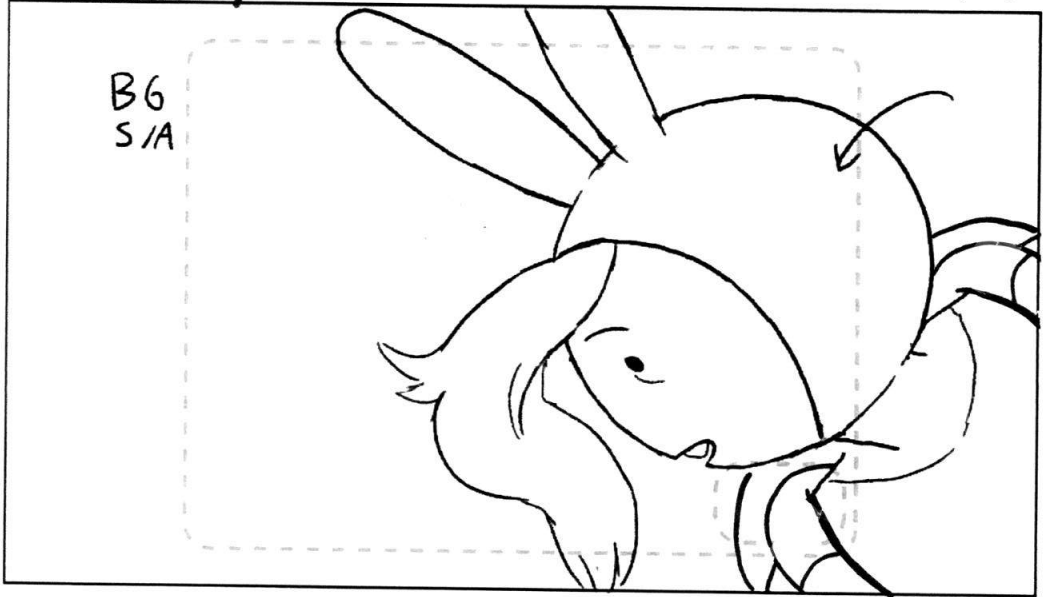


Sc. 170 *CONT*

Pnl. C

Bg.

day night



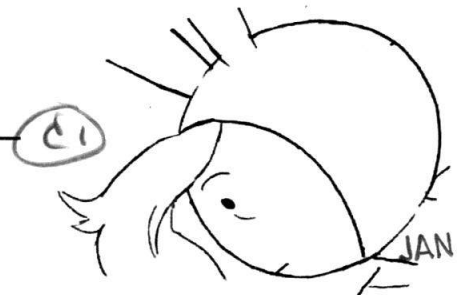
*Cut*

Dialog:

F/ I DON'T CARE.

Action:

Timing:



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1025/167

Cut

# ADVENTURE TIME



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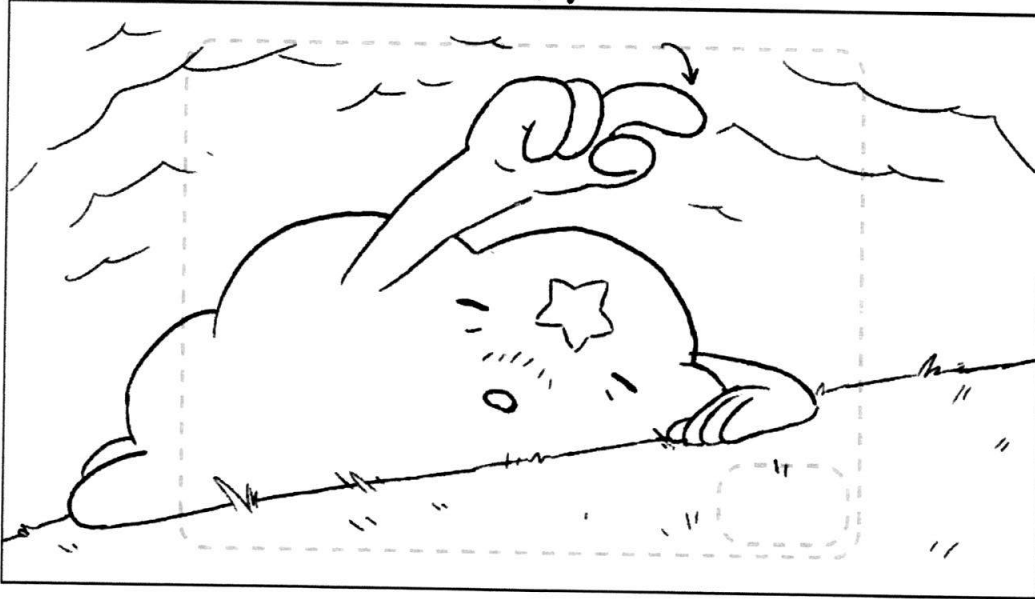
Sc. 171

Pnl.

A

Bg.

day night

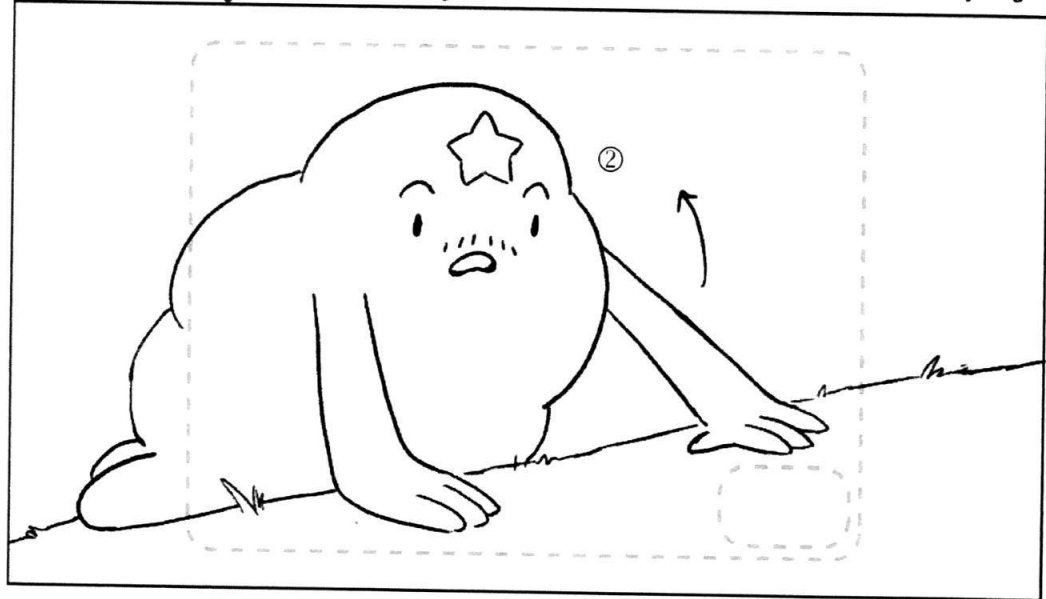


Sc. 171 CONT

Pnl. B

Bg.

day night



Dialog:

LSP / ?

LSP / (GASP)

JAN 23 2014

Action:

-LSP PUSHES HIMSELF UP.

Timing:



(A1)



(B1)

Production :

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1025/167

Hu  
cut

# ADVENTURE TIME

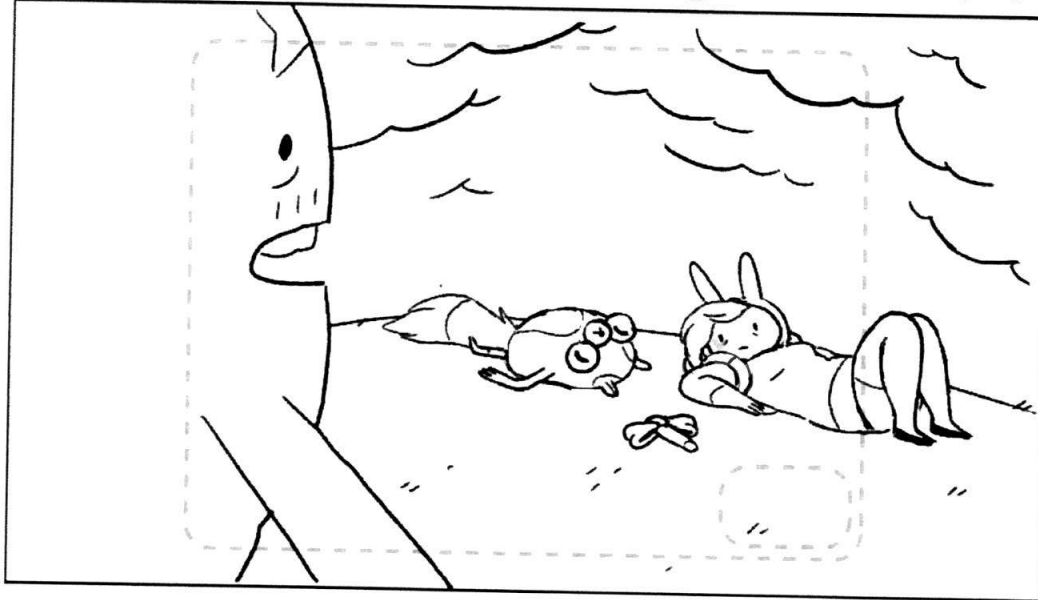


Sc. 172

Pnl. A

Bg.

day night

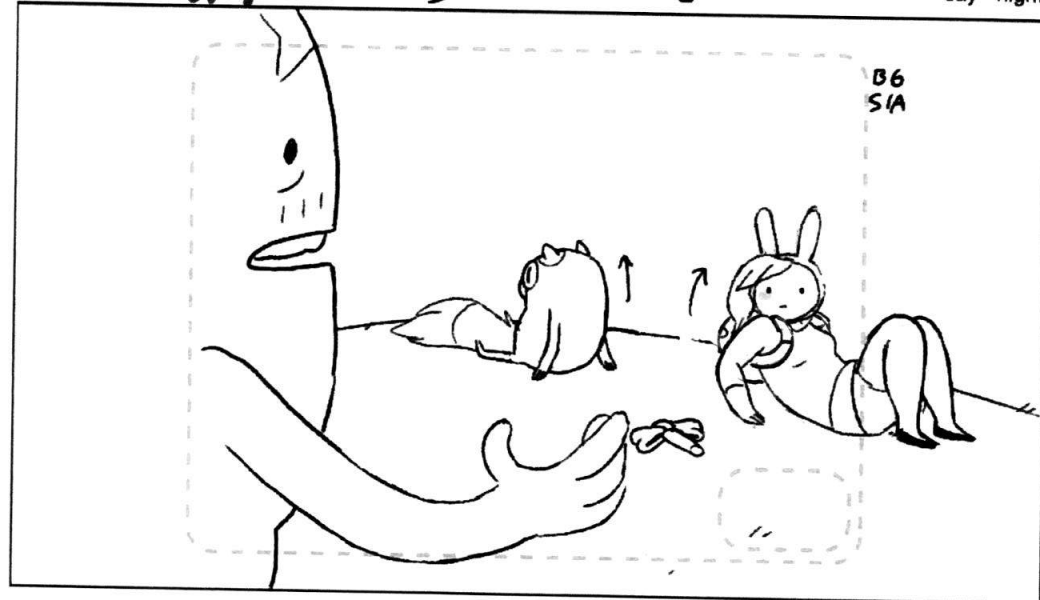


Sc. 172 CONT

Pnl. B

Bg.

day night



Dialog:

LSP: <sup>MY</sup> GLOB FIONNA! YOU'VE BEEN TELLING ME THE ANSWER ALL ALONG.

LSP/ THE ONLY WAY TO DEFEAT PARENTAL DISAPPROVAL...

Action:

-F+G SIT UP.

Timing:

JAN 23 2014

Hu  
cut

EPISODE #  
1025-167

Production :

1025/167

1025/167

He cut

# ADVENTURE TIME

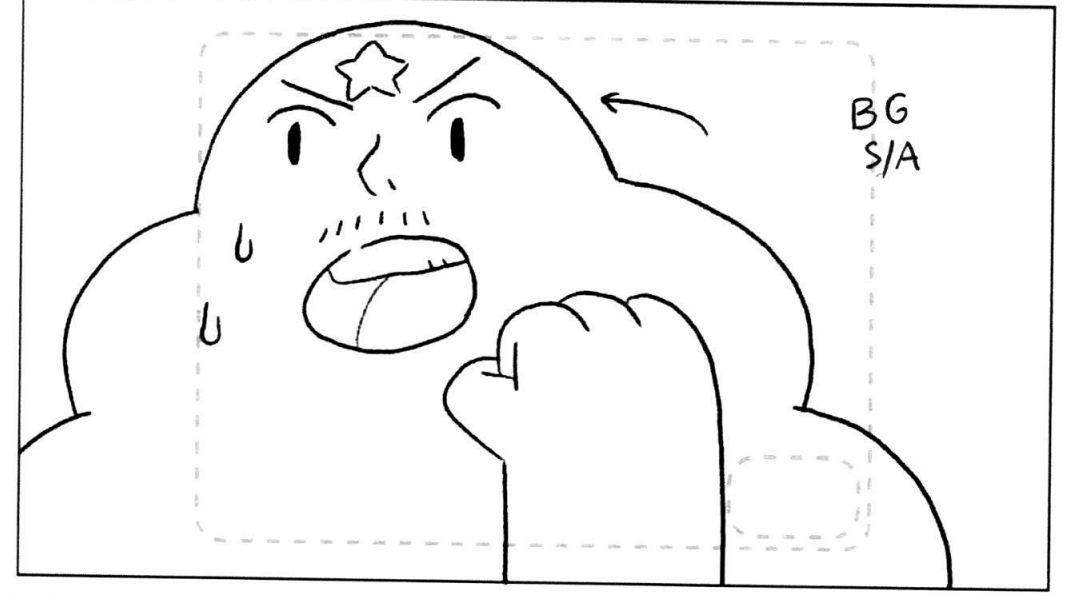


Page 244

Sc. 173 Pnl. A Bg. day night



Sc. 173 cont Pnl. B Bg. day night



Dialog:

LSP/ IS NOT CARING ABOUT ANYTHING

LSP/ I DON'T -

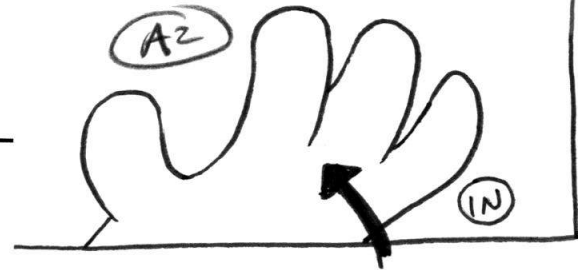
Action:



- LSP CLENCHES FIST.

Timing:

② (FACE S/A ①)



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# ADVENTURE TIME



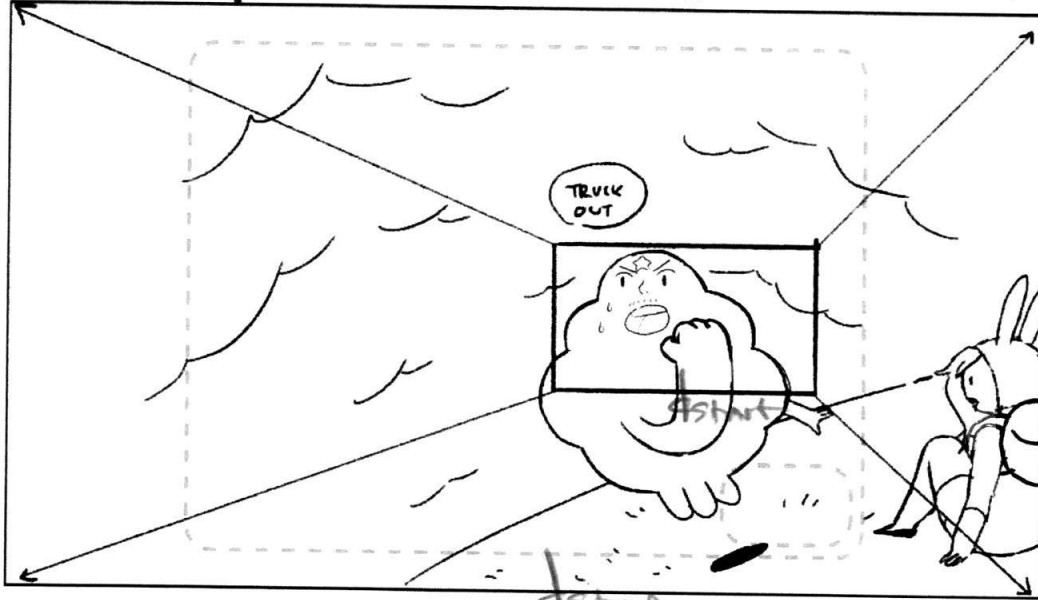
Page 245

Sc. 173 *CONT*

Pnl. C

Bg.

day night

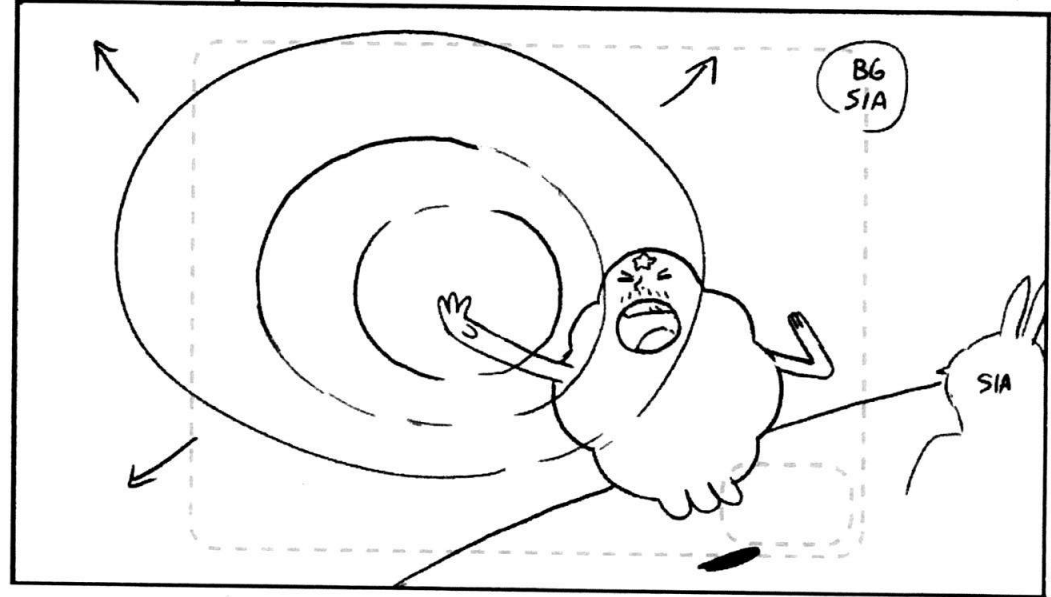


Sc. 173 *CONT*

Pnl. D

Bg.

day night



Dialog:

*Diag truck out*

*LSP / ♪ CAAA A —*

Action:

*-FAST TRUCK OUT W/ SINGING*

*SOUND WAVES*

*JAN 23 2014*

Timing:

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# ADVENTURE TIME



Ho  
Cut

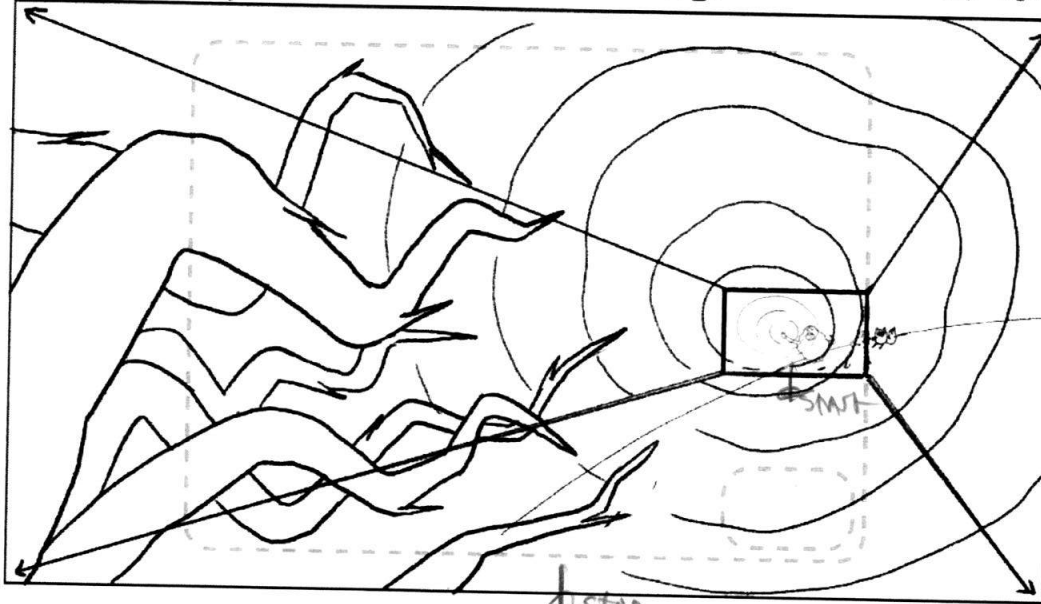
Page 246

Sc. 173 *CONT*

Pnl. E

Bg.

day night



4 stop

Diag truck out

Sc. 174

Pnl. A

Bg.

day night



Ho  
Cut

Dialog:

LSP/ (CONT'D) - AAAARE! ♪

LSM/ AAH!

JAN 23 2014

Action:

- CONT TRUCK OUT TO INCLUDE TENTACLES

WAVES CRASH IN TO LSM

(A)



Timing:

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Production :

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140  
CUT

# ADVENTURE TIME

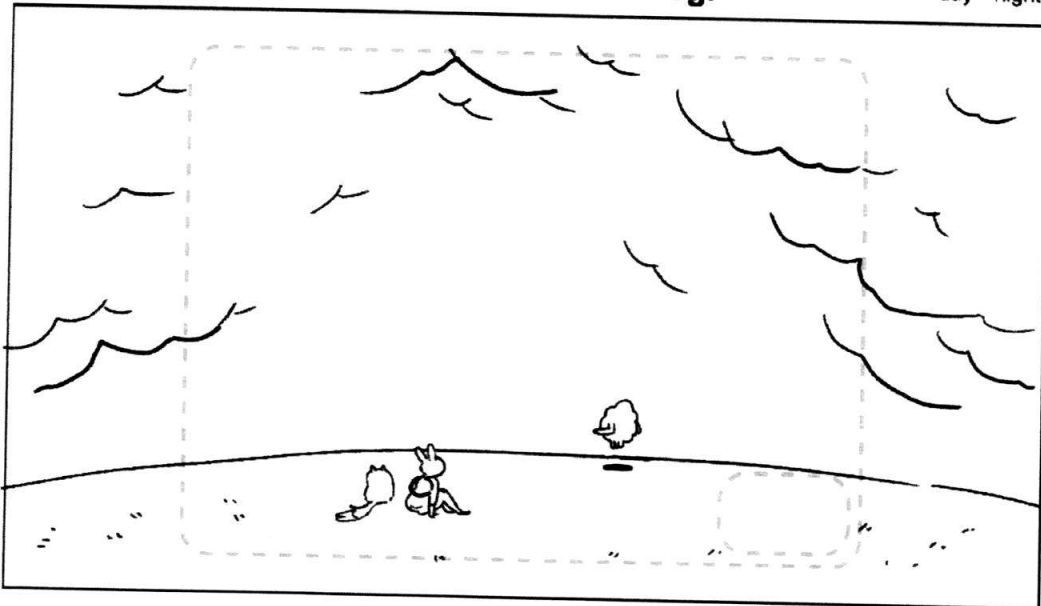


Sc. 174A

Pnl. A

Bg.

day night

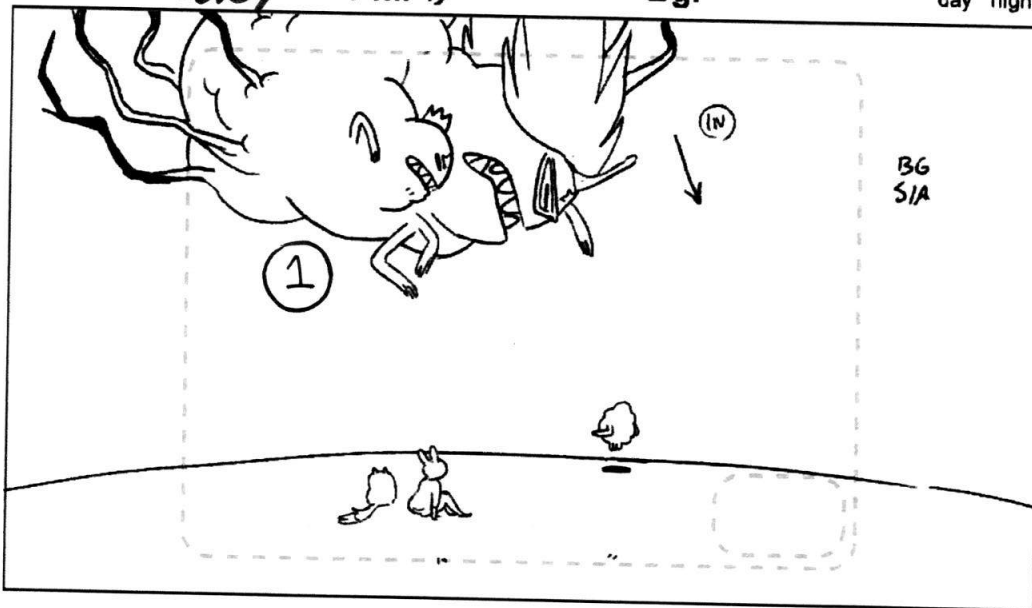


Sc. 174A *cont*

Pnl. B

Bg.

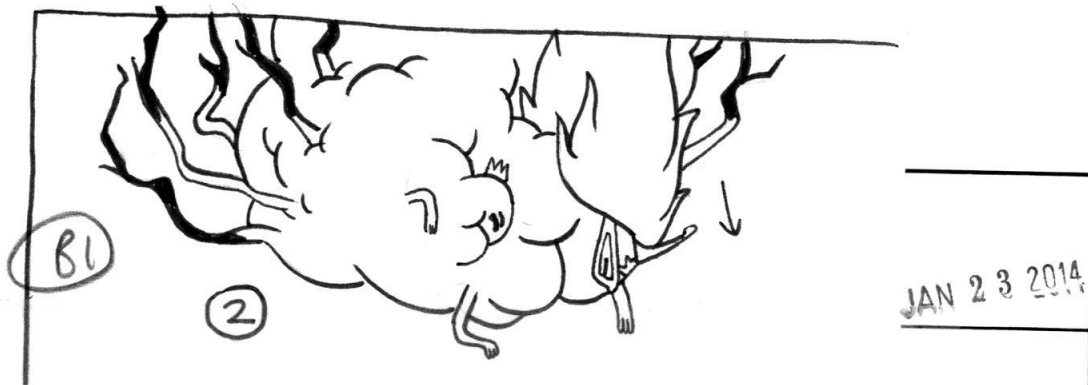
day night



Dialog:

Action:

Timing:



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Production :

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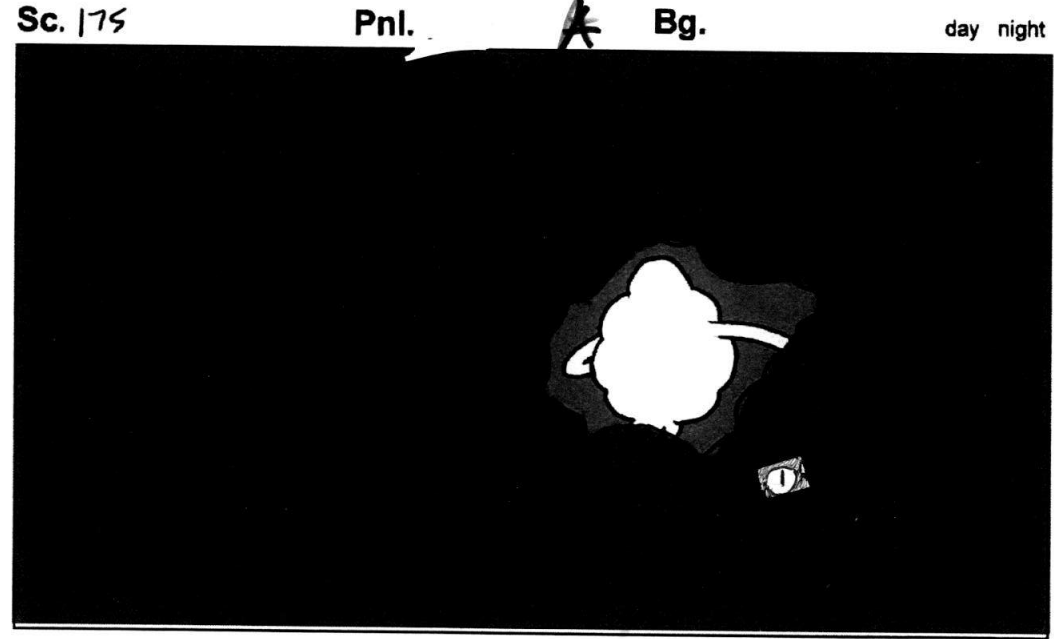
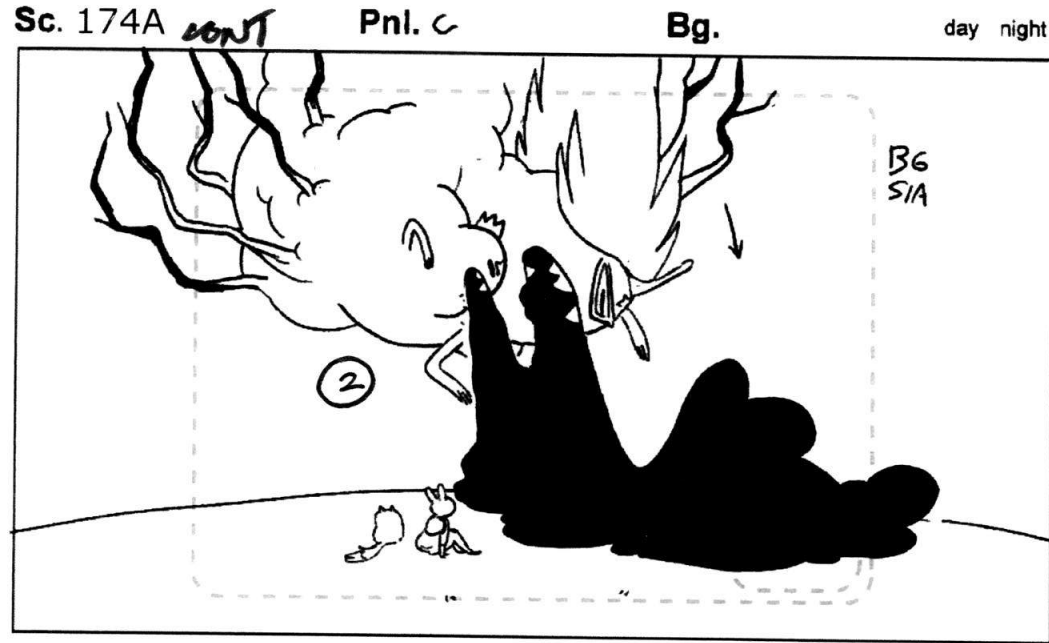
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# ADVENTURE TIME



Page 248  
day night



Dialog:

LSQ/ RAWR!

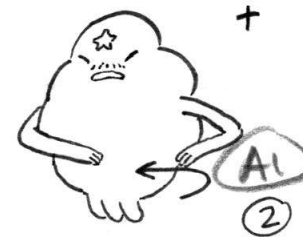
Action:

LSM SPMS BILE CLOUD SA

Timing:



+



+



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# ADVENTURE TIME



NO SC  
176

Page 249  
NO PG 250  
day night

Cont

1025-167

EPISODE #

1025/167

Production :

1025/167

Sc. 175 *cont*

Pnl. B

Bg.

day night



Sc. 175 *cont*

Pnl. C

Bg.



Dialog:

LSP / I DON'T...

LSP / ♪ CAAARE! ♪

Action:

- LSP SPINS TOWARD CAM, CLOUDS ARE BLOWN BACK

Timing:

JAN 23 2014

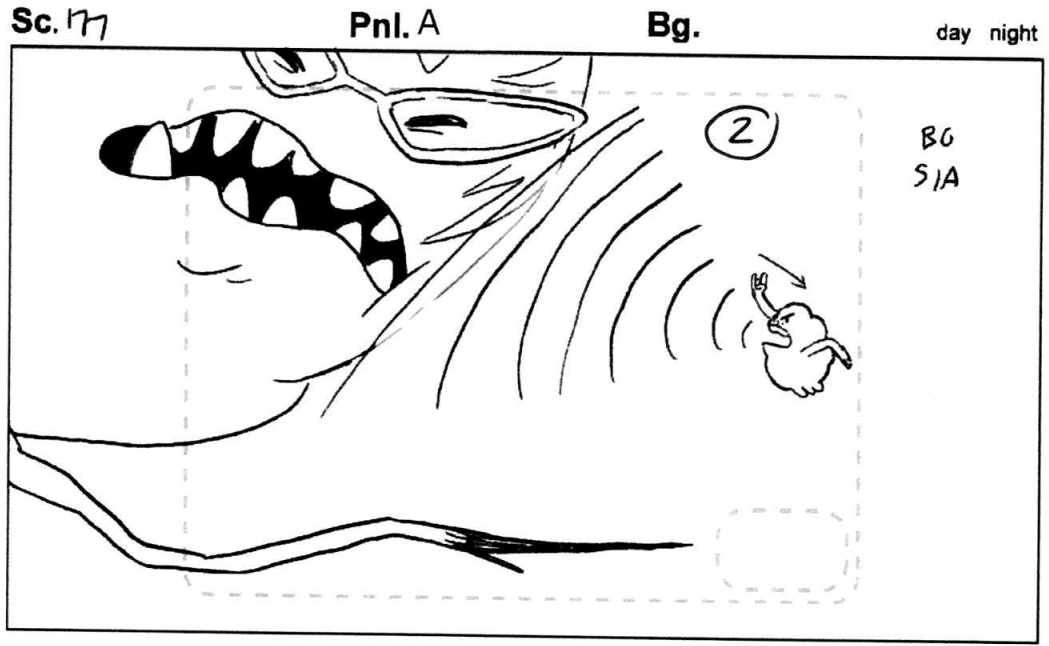
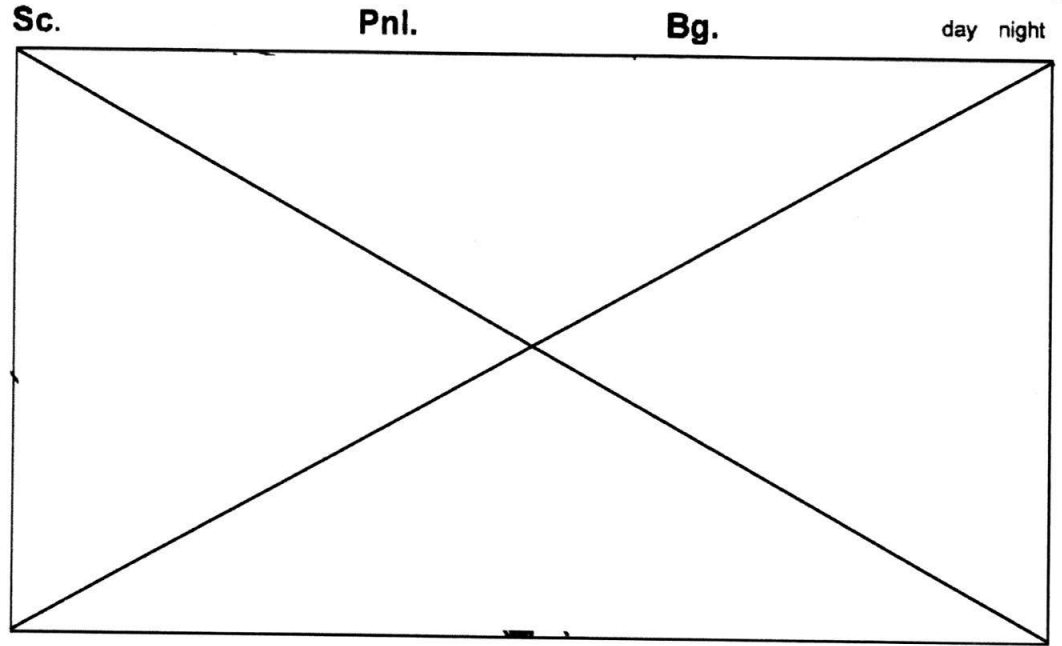
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ADVENTURE TIME



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Dialog:

Action:

Timing:



LSP / CARE! ^

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1025/167

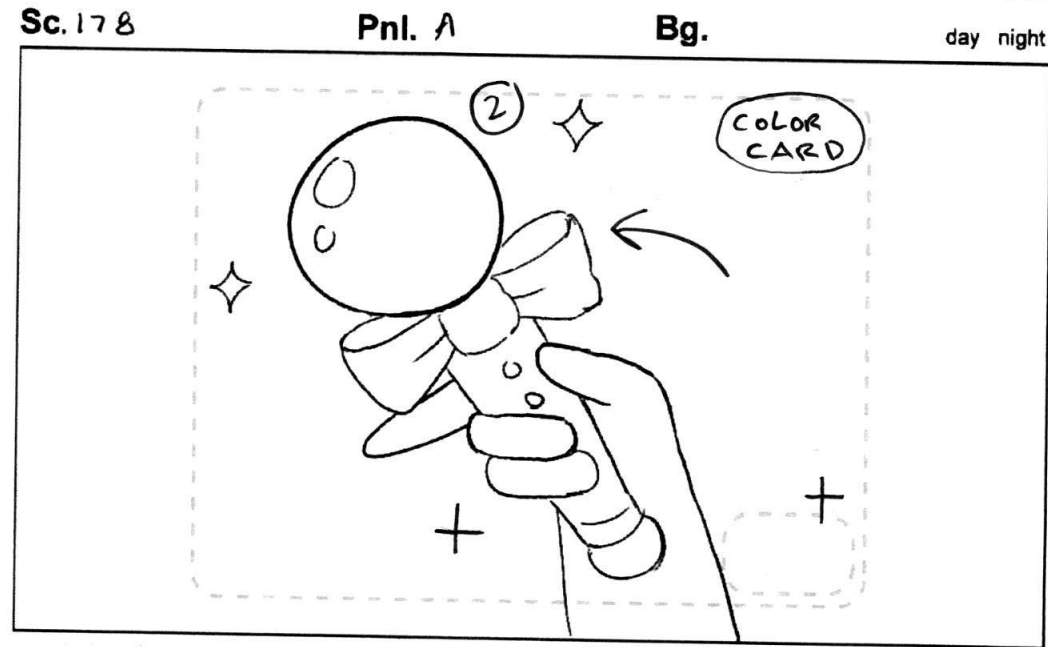
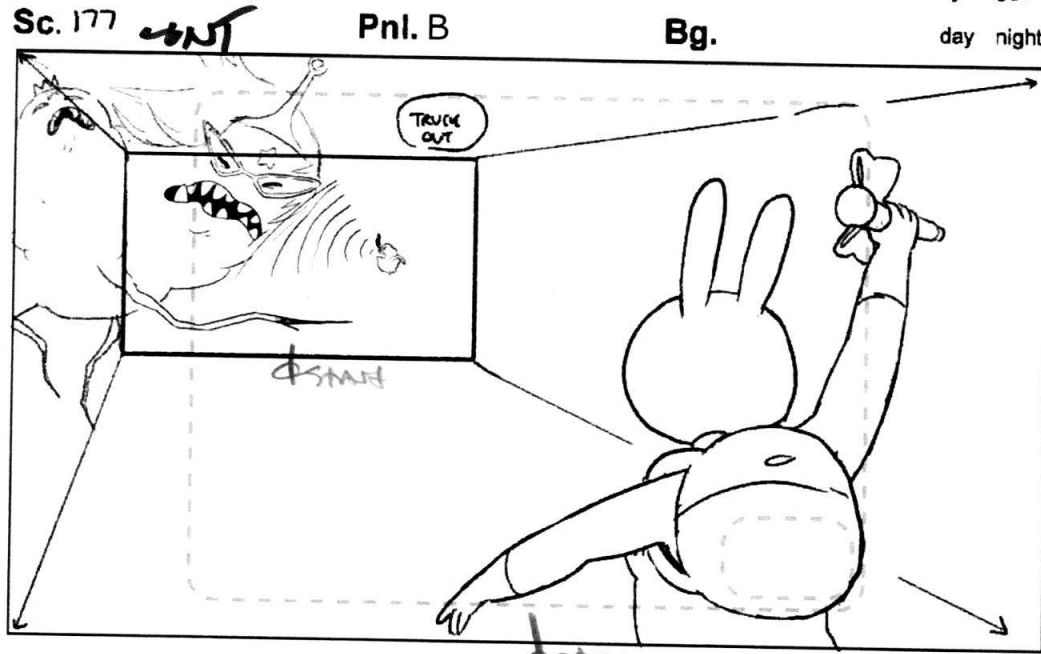
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# ADVENTURE TIME



110 cut

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Production :

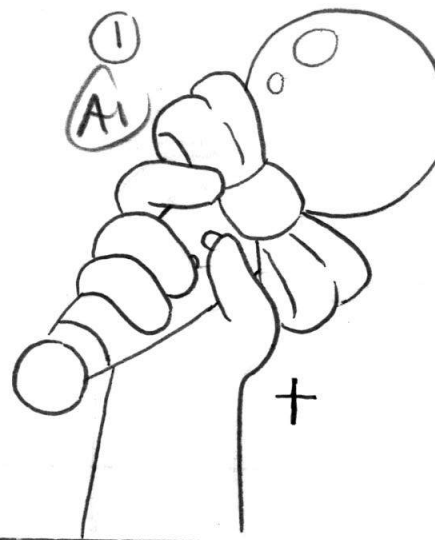
Dialog: *Drag truck out*

F/ LSP!

Action:

*-TRUCK OUT TO INCLUDE FIONNA*

Timing:



F/ TURN THAT JAZZ UP!

JAN 23 2011

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# ADVENTURE TIME



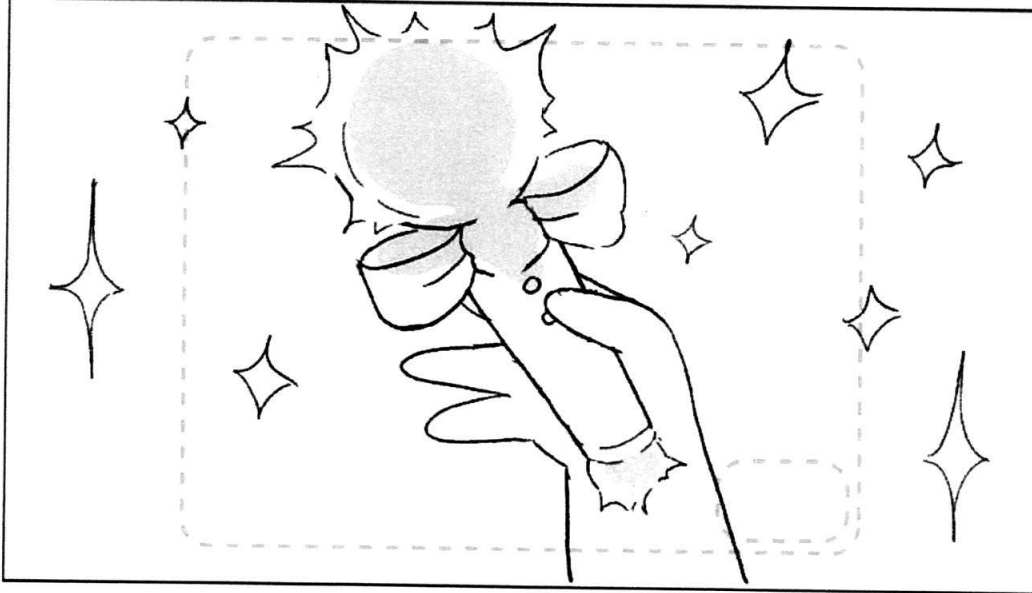
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Sc. 178 *cont*

Pnl. B

Bg.

day night



Sc. 178 *cont*

Pnl. C

Bg.

day night



Dialog:

SFX / \* WHIRR — RR \*

Action:

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Timing:

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Production :

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# ADVENTURE TIME



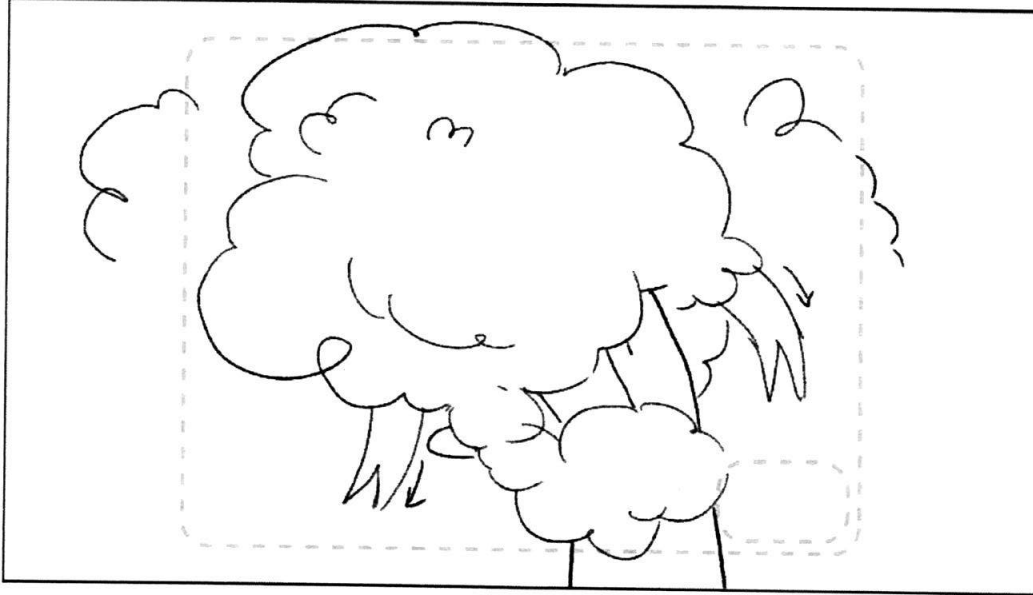
Page 254

Sc. 176 *CONT*

Pnl. D

Bg.

day night



Sc. 178 *CONT*

Pnl. E

Bg.

day night



Dialog:

Sfx / \* Poof \*

Sfx / \* SHING \*

Action:

- WAND TRANSFORMS INTO MICROPHONE

JAN 23 2014

Timing:

*HU*  
*cut*

1025-167

EPISODE #

1025/167

Production :

1025/167

1025/167

# ADVENTURE TIME

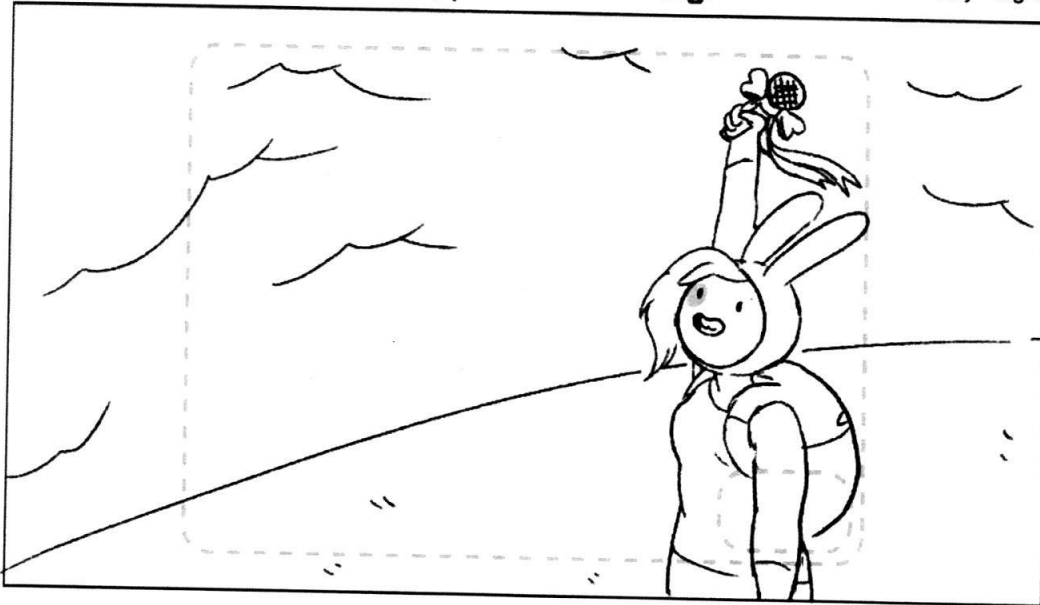


Sc. 179

Pnl. A

Bg.

day night

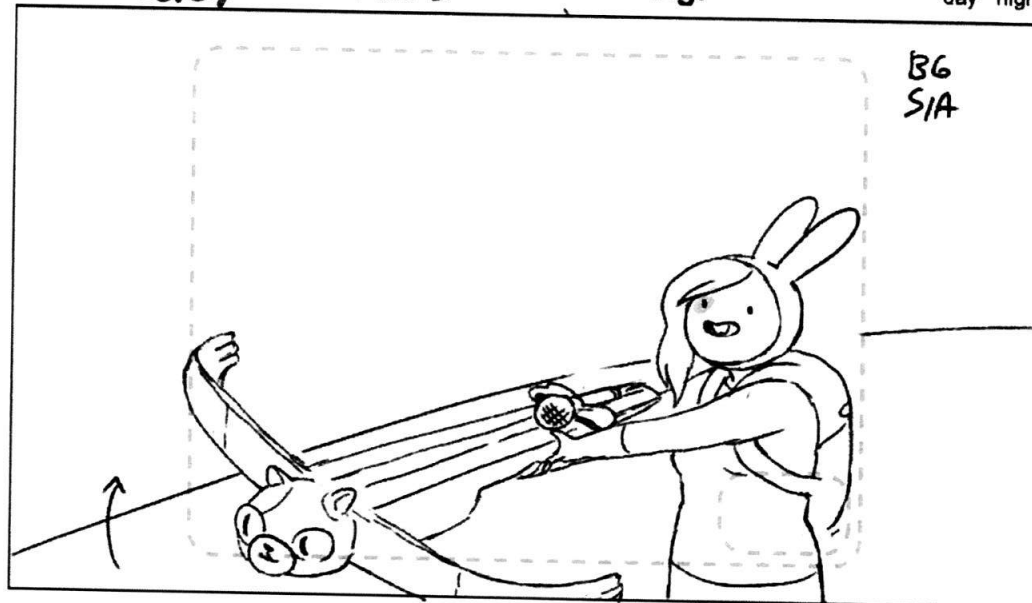


Sc. 179 *cont*

Pnl. B

Bg.

day night



BG  
S/A

Dialog:

Action:

Timing:

- F LOADS MICROPHONE  
AND LIFTS CAKE-CROSSBOW



(B1)

JAN 23 2014

Production :

EPISODE #

1025-167

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1025/167

# ADVENTURE TIME



Sc. 179 *CONT*

Pnl. C

Bg.

day night

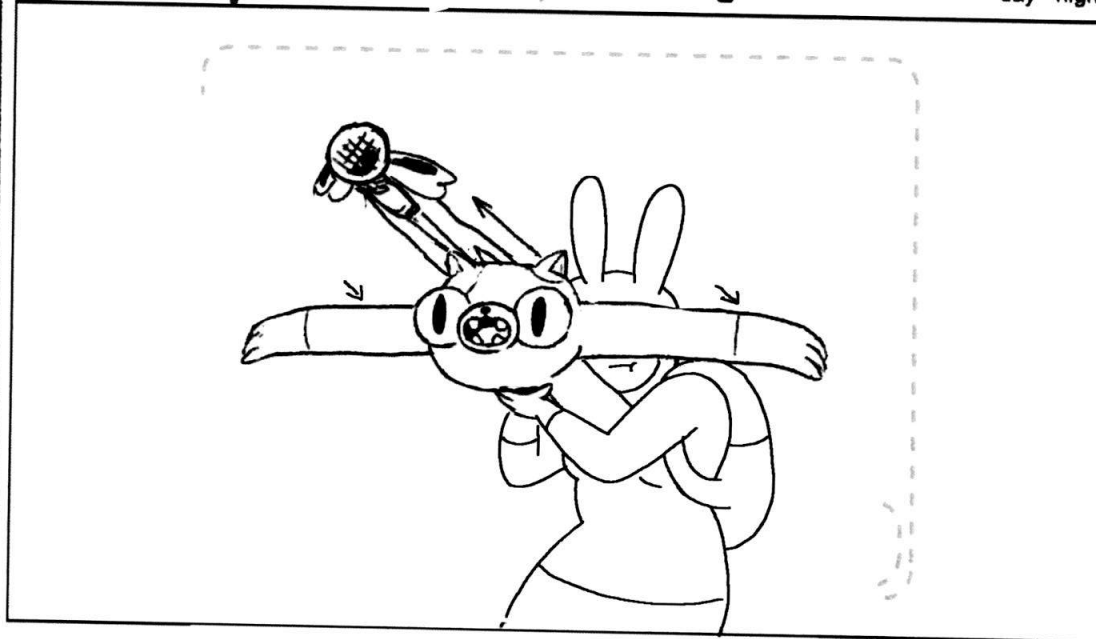
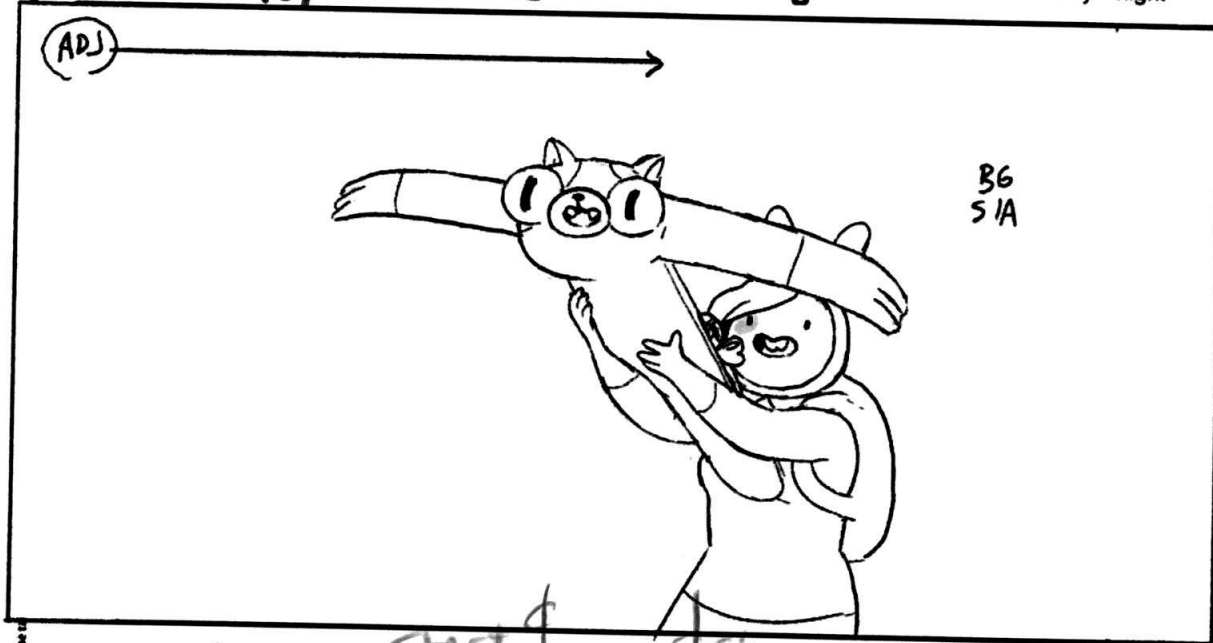
Sc. 179 *CONT*

Pnl. *D*

Bg.

Page *256*

day night



Dialog:

C / HA HA - CAKE 'S HELPIN' !

Action:

Timing:

C / THWANG! !



JAN 23 2014



Production :

EPISODE #

1025-167

1025/167

1025/167

# ADVENTURE TIME

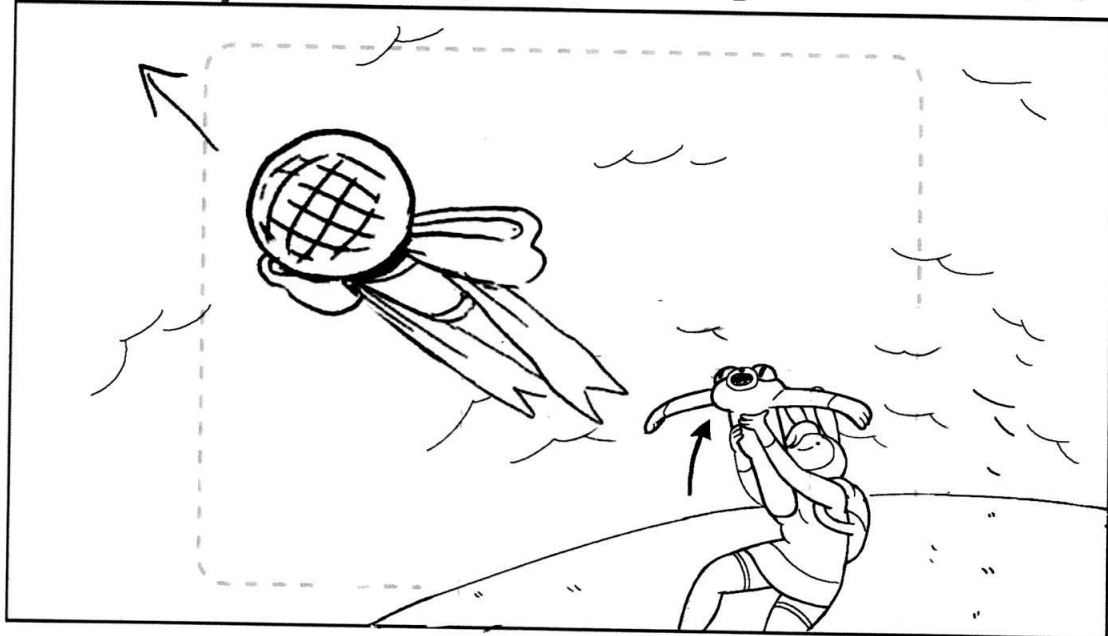


Sc. 174 *CONT*

Pnl. E

Bg.

day night



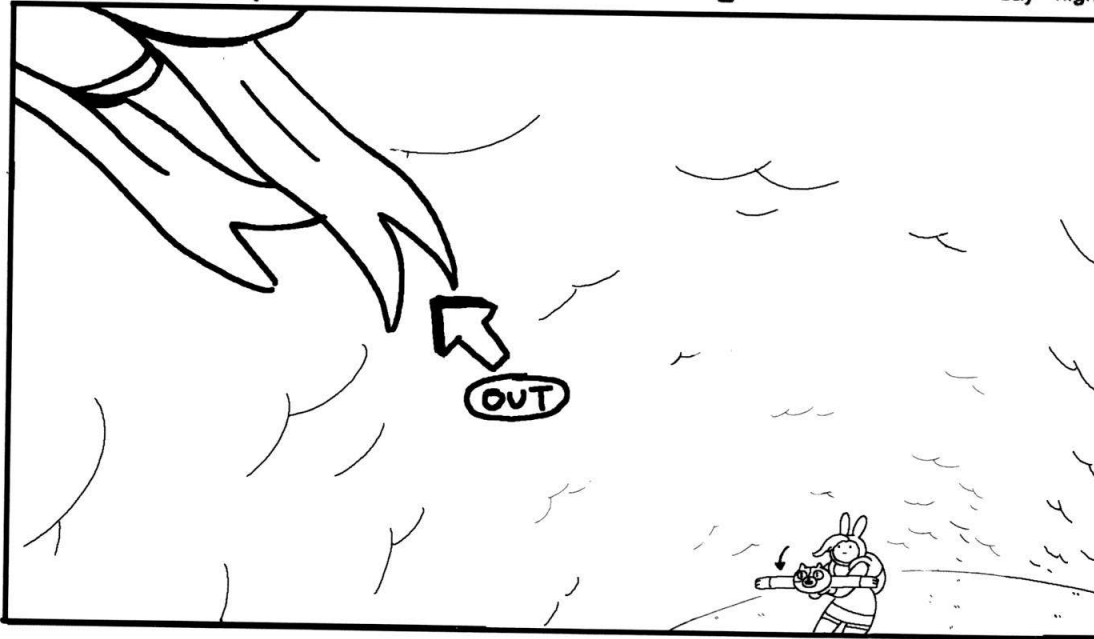
Sc. 179 *CONT*

Pnl. F

Bg.

Page 257

257A *NEXT*  
day night



Dialog:

SFX / SHUUU UUU

Action:

— MIC GAINS ON CAM

Timing:

JAN 23 2014

Production :

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1025/167

# ADVENTURE TIME



Page 257 A  
258 NEXT  
day night

Sc.

Pnl.

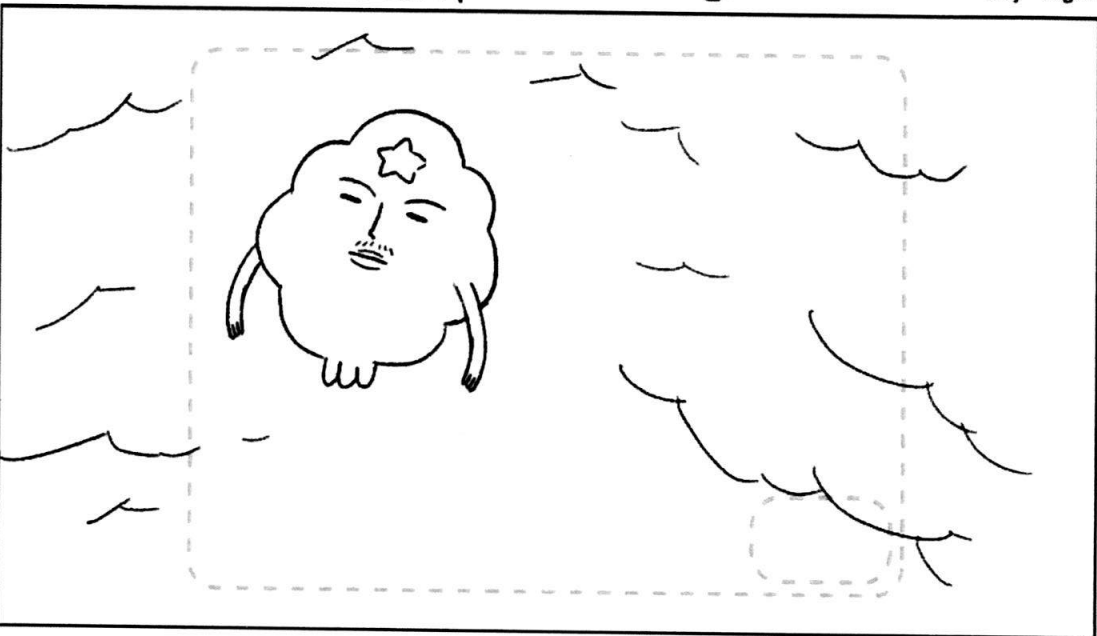
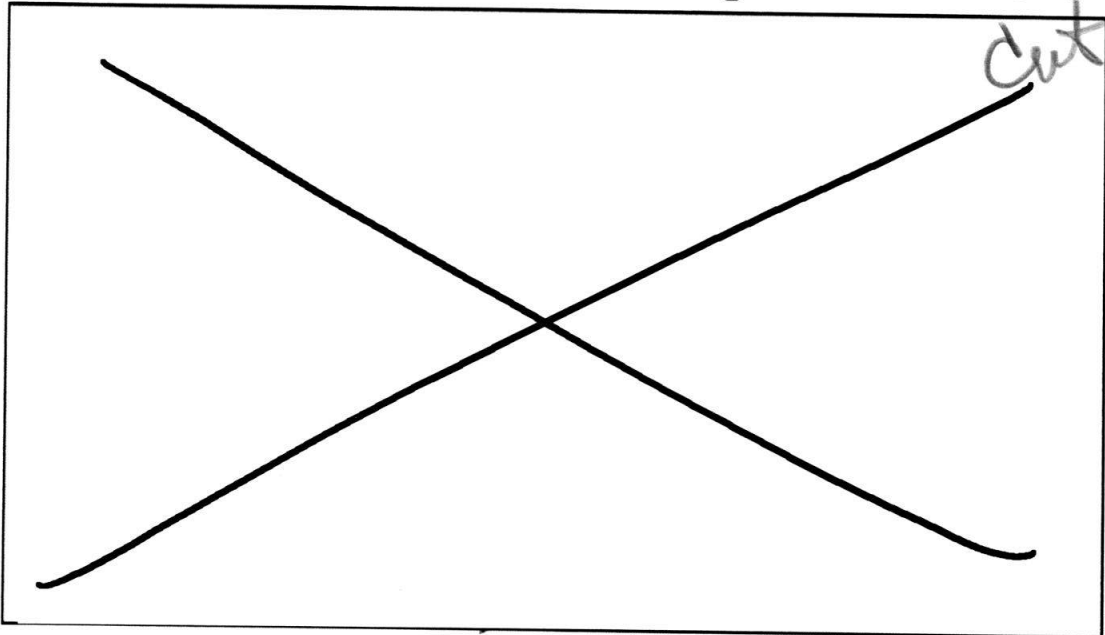
Bg.

day night

Sc. 180

Pnl. 4

Bg.



Dialog:

Action:

Timing:

JAN 23 2014

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EPISODE #

1025/167

Production :

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1025/167

# ADVENTURE TIME



HO  
cut

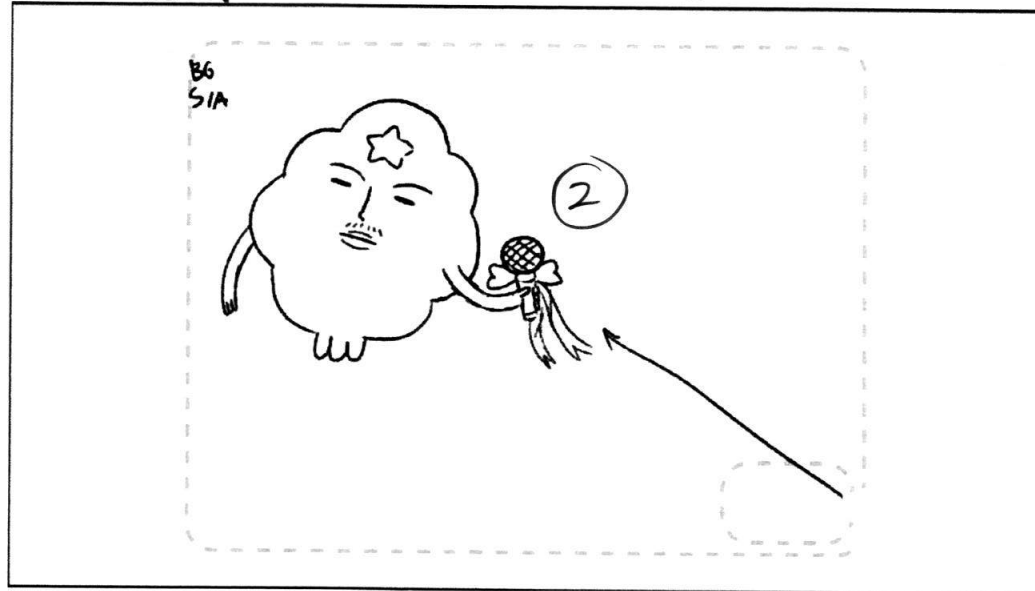
Page 258

Sc. 180 **cont**

Pnl. B

Bg.

day night

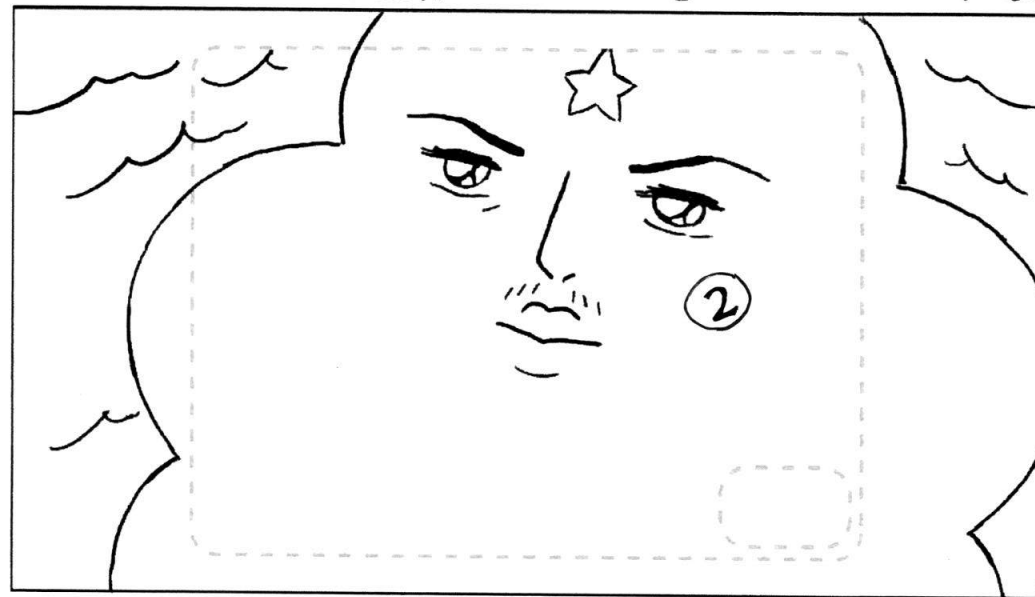


Sc. 181

Pnl. A

Bg.

day night



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1025/167

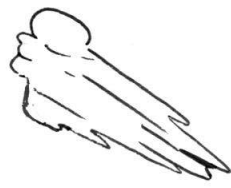
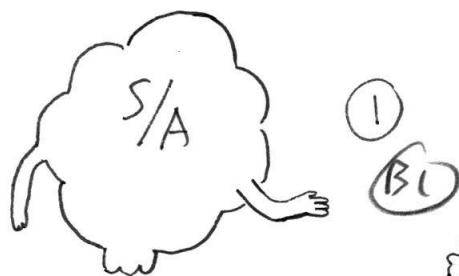
Dialog:

SFX: THP

Action:

-LSP CATCHES MIC EFFORTLESSLY

Timing:



IN

JAN - 2014  
JAN 23 2014

1025/167

1025/167



# ADVENTURE TIME



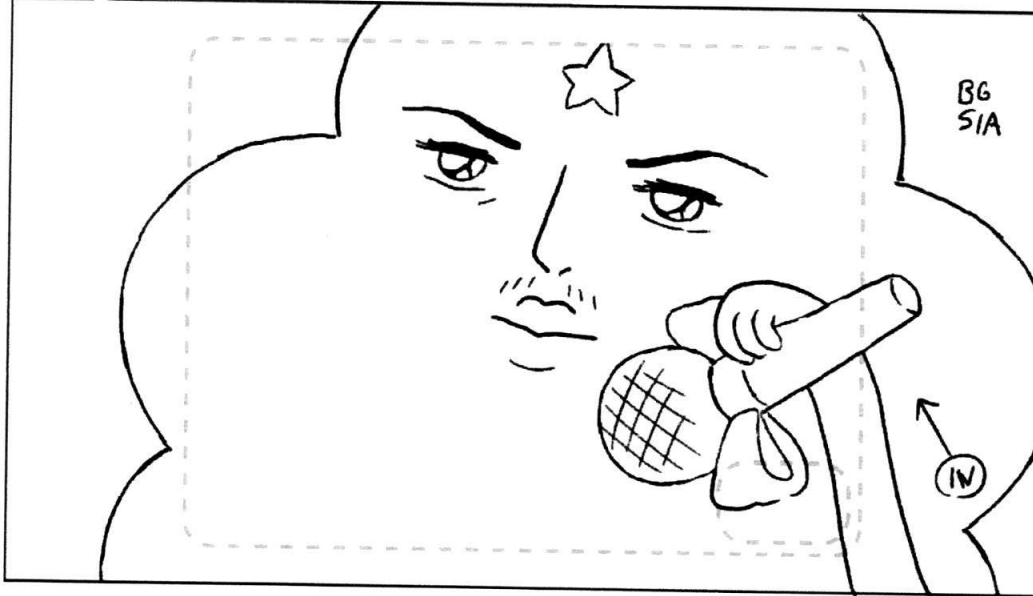
the art

Sc. 181 *CONT*

Pnl. B

Bg.

day night

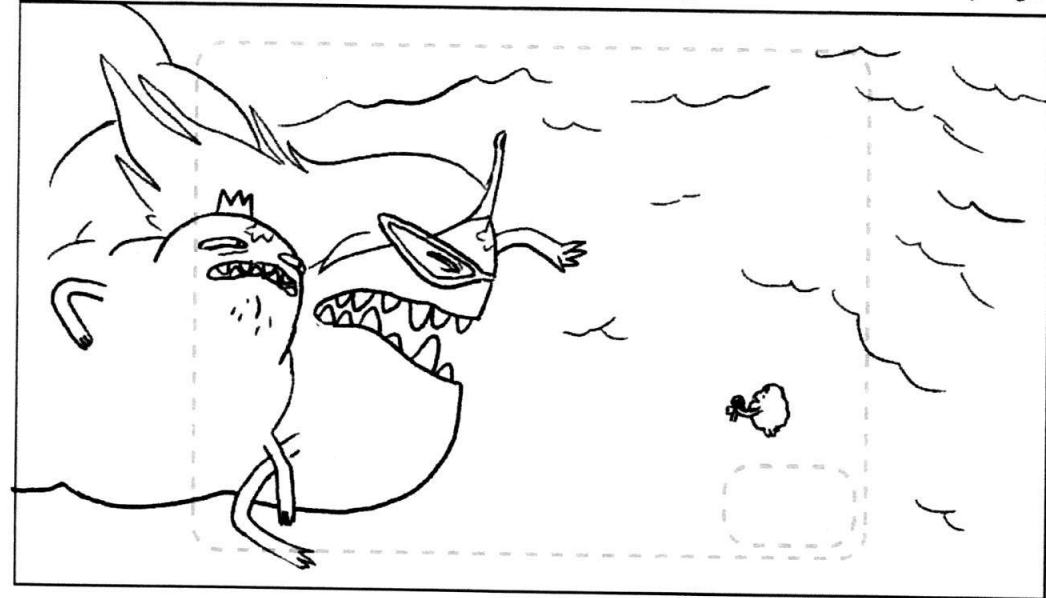


Sc. 182

Pnl. A

Bg.

day night



Dialog:

LSP / \* HRM \*

LSP / (QUIET)  
I DON'T CARE

Action:

Timing:

JAN 23 2014

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# ADVENTURE TIME



Sc. 182 *cont*

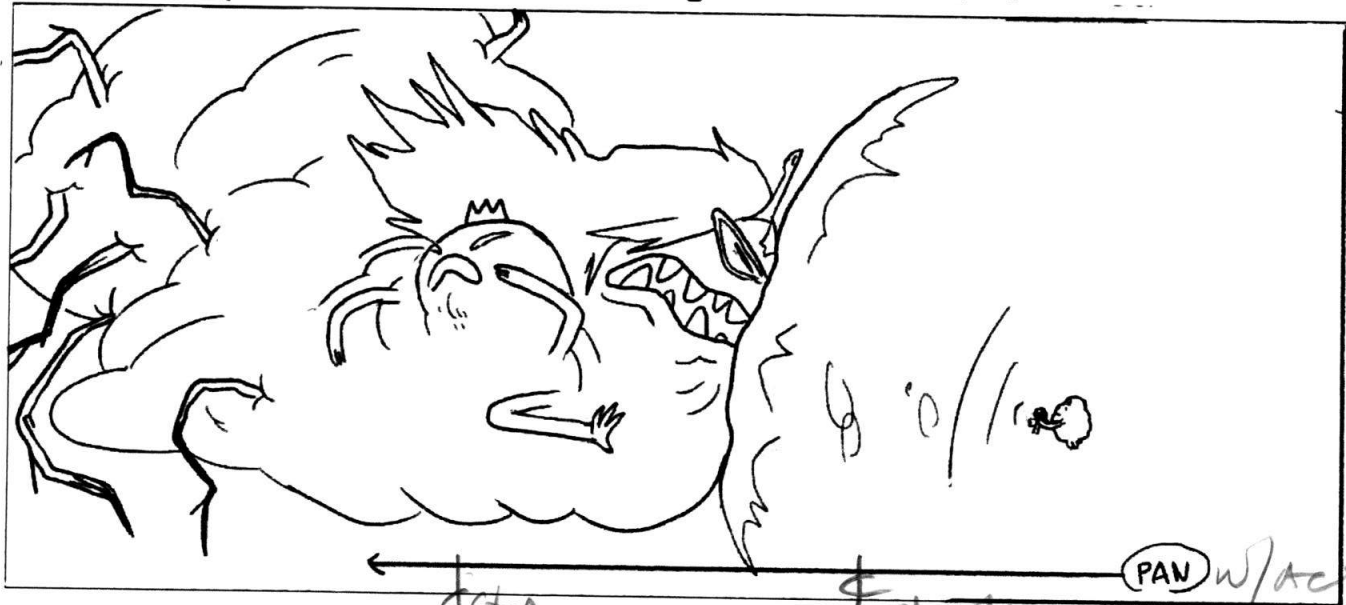
Pnl. B

Bg.

day night

Page 200

day night



Dialog:

Sfx / BWA-WA-WA  
| \_\_\_\_\_

Action:

Timing:

JAN 23 2014

Production :

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1025/167

# ADVENTURE TIME



Sc. 182 *CONT*

Pnl. C

Bg.

day night

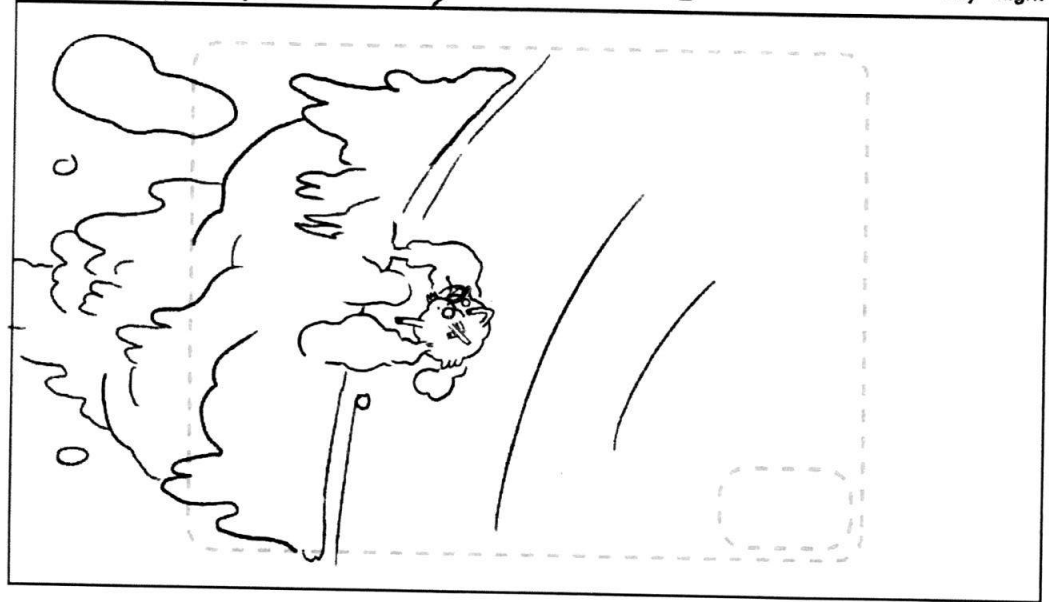


Sc. 182 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:



FEEDBACK  
 SFx / (CONT'D) WA-WAWA ————— BOOOM

3LO-MO AS <sup>clouds</sup> 5 BLOWN AWAY FROM LSQ+LSK

JAN 23 2014

Page 261

*Handwritten initials: HU, CA*

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Production :

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1025/167

Handwritten initials "HU" and "CUT" in the top left corner.

# ADVENTURE TIME



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Sc 183

Pnl. A

Bg.

day night

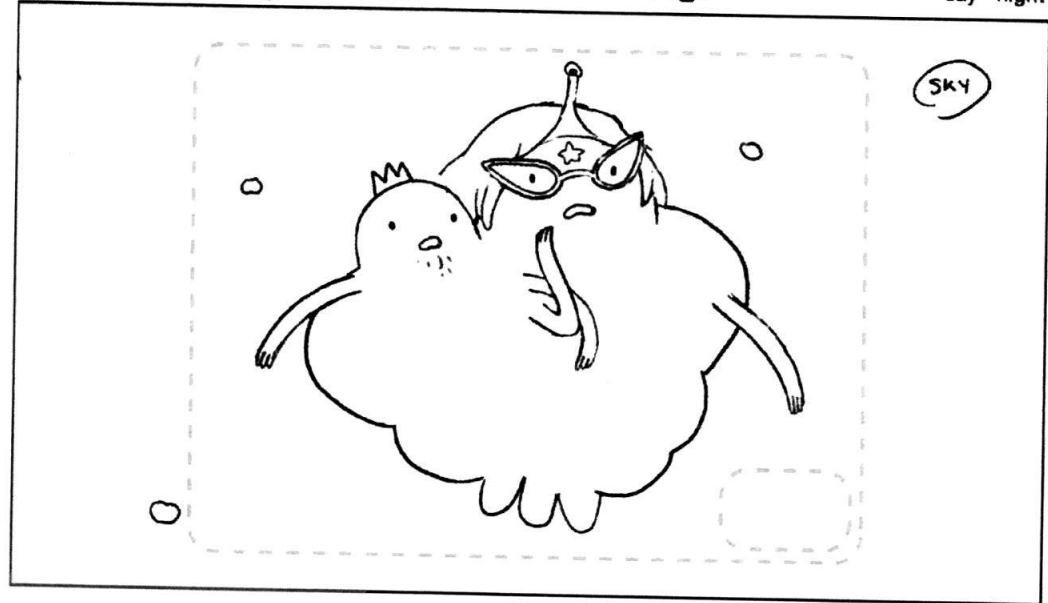


Sc. 183 *CONT*

Pnl. B

Bg.

day night



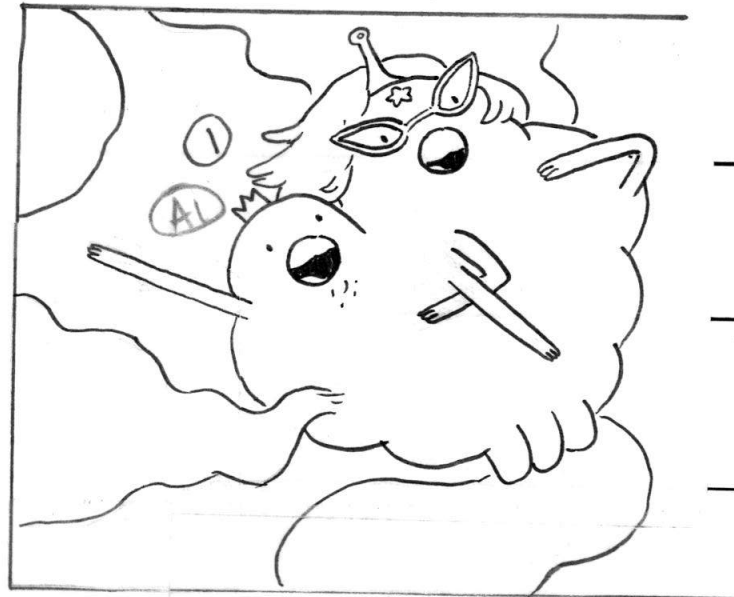
Dialog:

Action:

SFX / \* WIND \*

SLO MO

Timing:



- WIND DIES OUT

JAN 23 2014

Page 262

Handwritten initials "HU" and "CUT" in the top right corner.

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EPISODE #

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Production :

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# ADVENTURE TIME

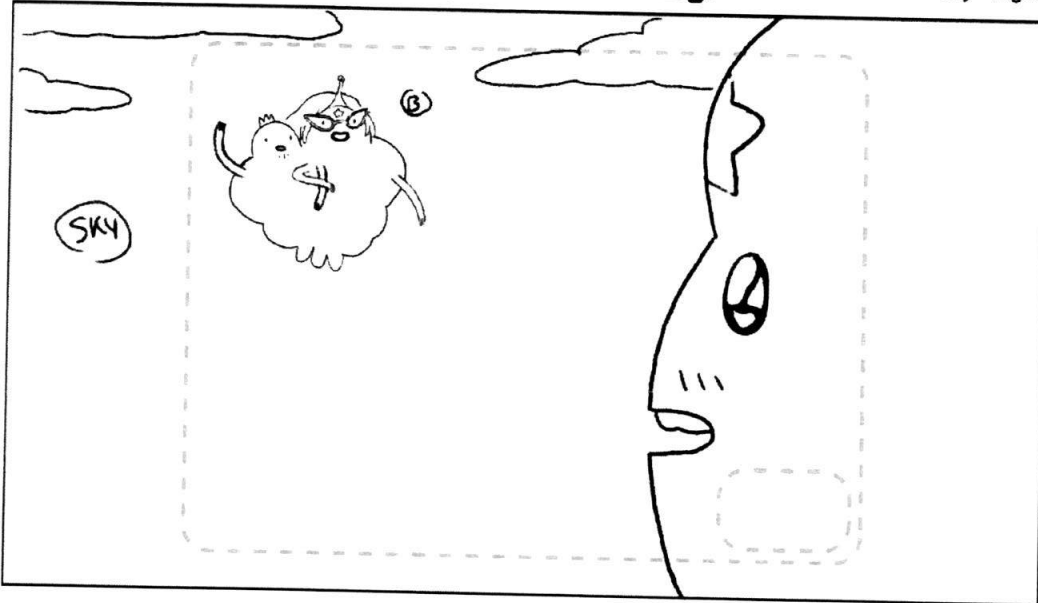


Sc. 184

Pnl. A

Bg.

day night



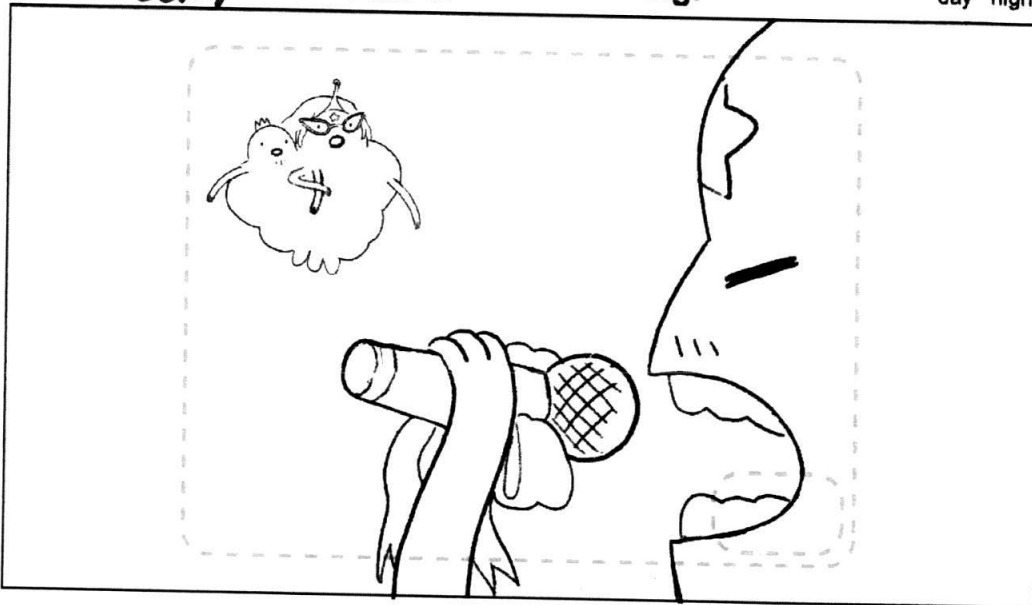
Sc. 184

CONT

Pnl. B

Bg.

day night



Dialog:

LSM/ THANK YOU SON... YOU'VE FREED US FROM ADULT  
MEDIOCRITY AND FATUOUSNESS

LSF/ (FAST  
I DON'T CARE!

Action:

Timing:



(A)

A1

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Hu  
cut

Hu  
cut

HW  
cut

# ADVENTURE TIME



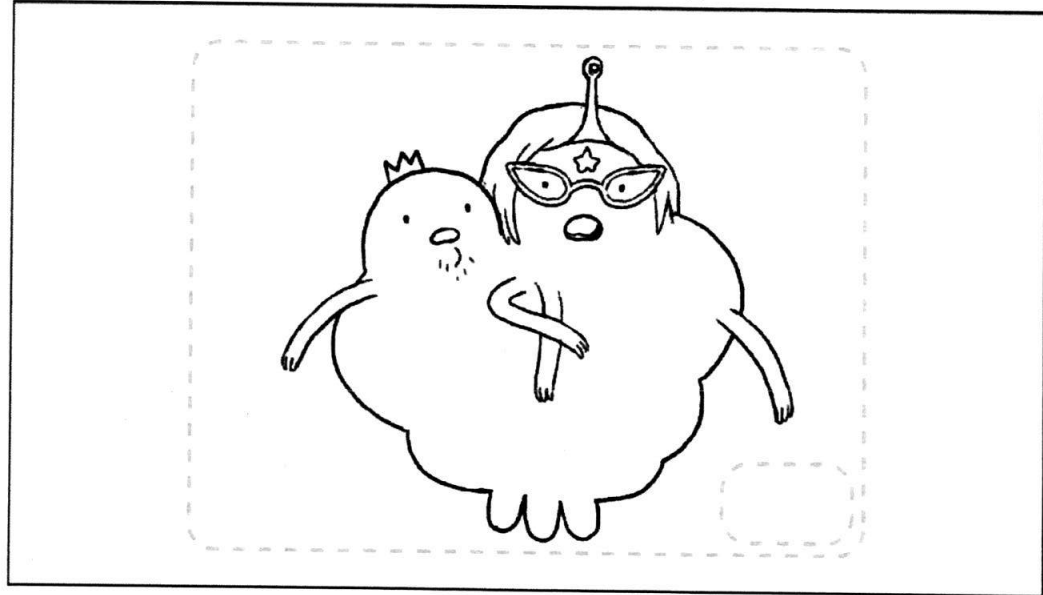
cut

Sc. 185

Pnl. A

Bg.

day night

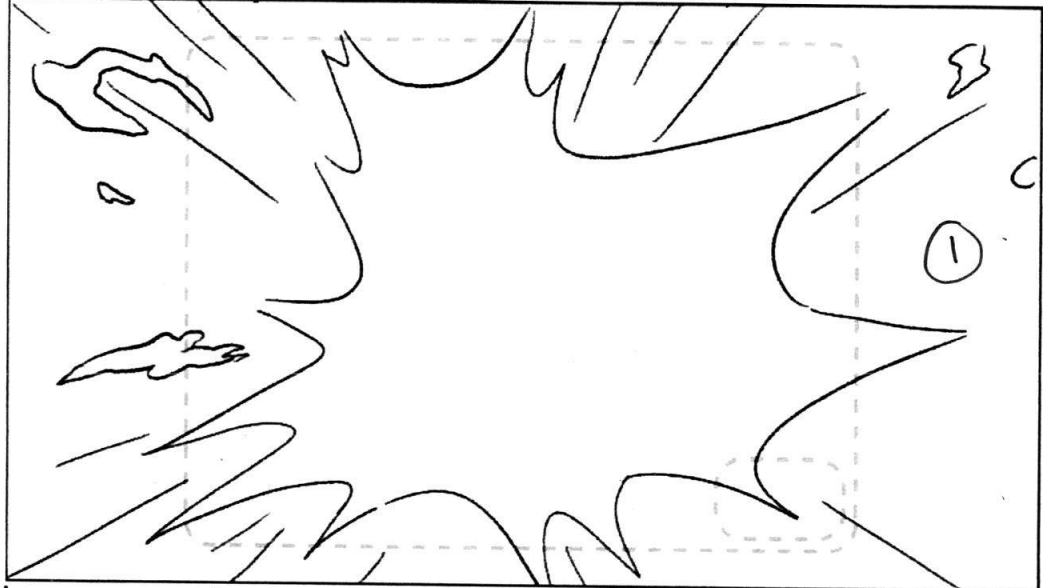


Sc. 185 CONT

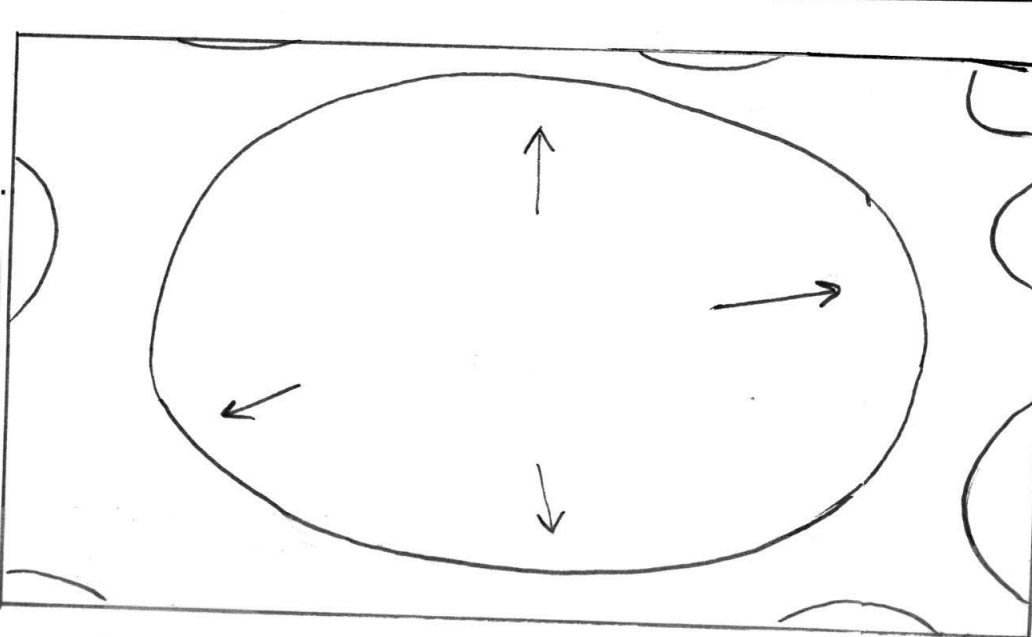
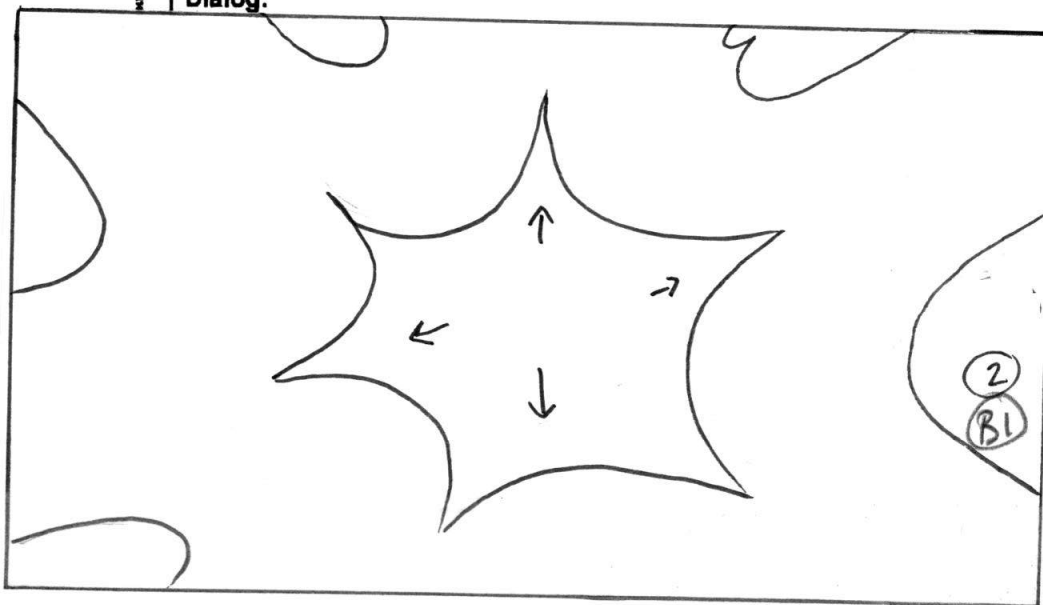
Pnl. B

Bg.

day night



Dialog:



SFX: \*BOOM\*

-PARENTS  
EXPLODE

3 JAN 23 2014  
B2

Production :

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Cut

# ADVENTURE TIME



HO  
Cut

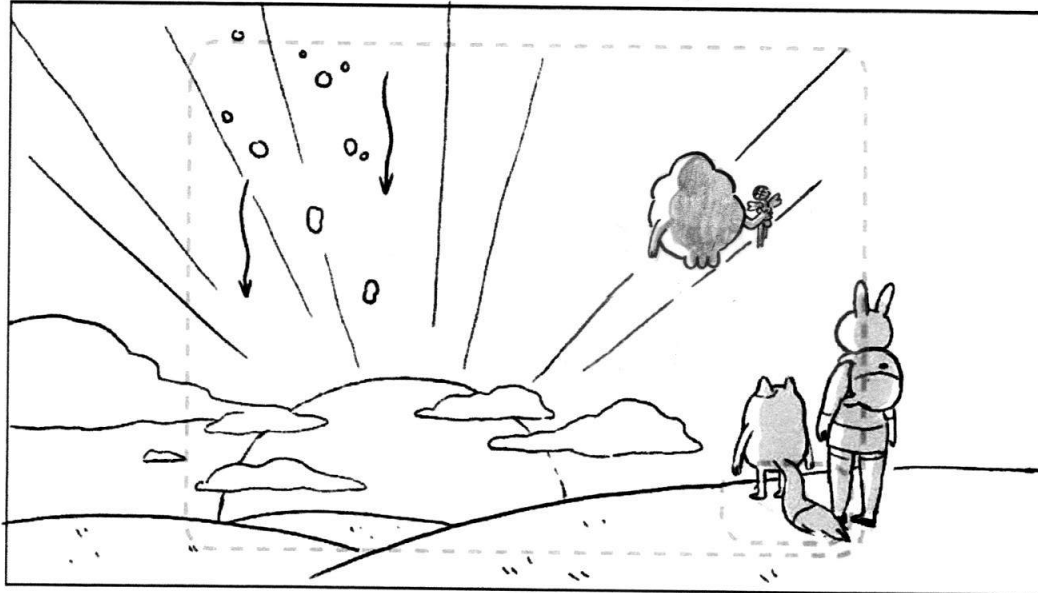
Page 265

Sc. 186

Pnl. A

Bg.

day night

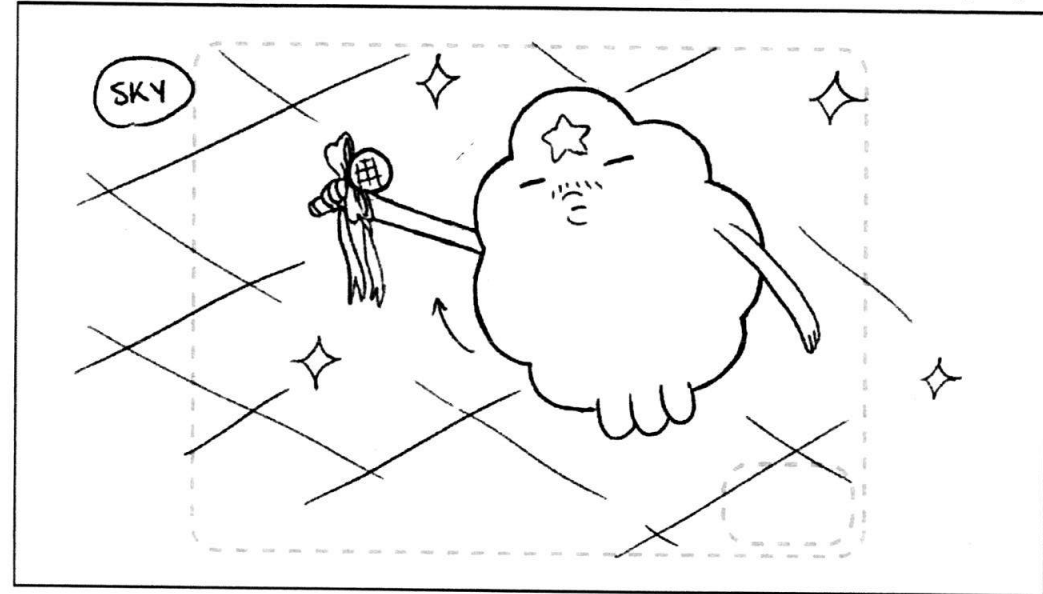


Sc. 187

Pnl. A

Bg.

day night

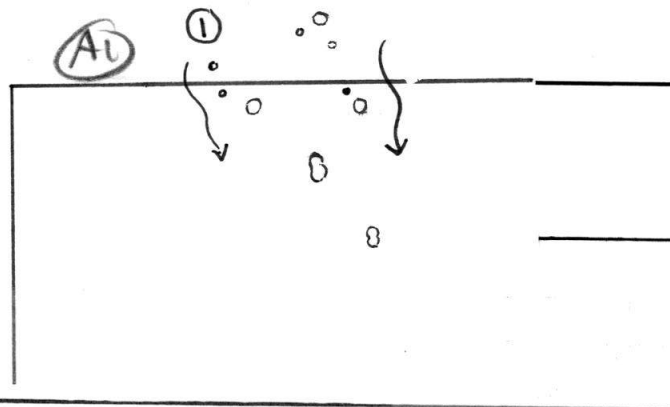


Dialog:

Action:

BEAUTIFUL SUNSET AS PARTICLES FALL

Timing:



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Production :

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# ADVENTURE TIME

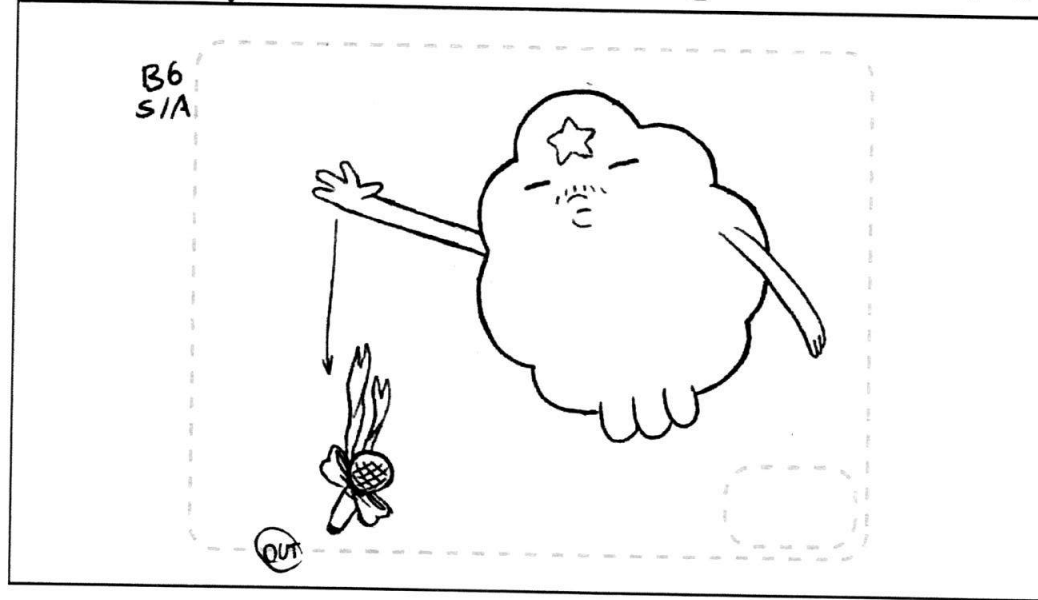


Sc. 187 *CONT*

Pnl. B

Bg.

day night



Sc. 187 *CONT*

Pnl. C

Bg.

day night



Dialog:

LSP/ FIONNA... CAKE...

JAN 23 2014

Action:

LSP DROPS MIC

Timing:



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Production :

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# ADVENTURE TIME



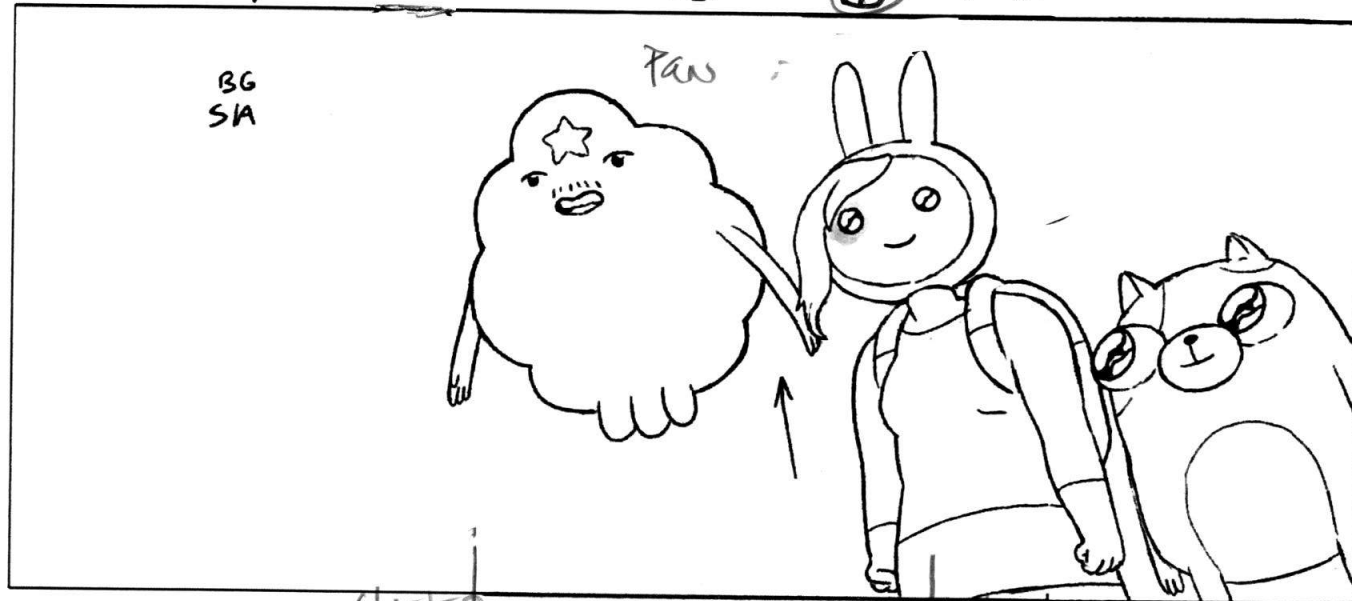
Page 267

Sc. 187 *CONT*

Bg.



day night



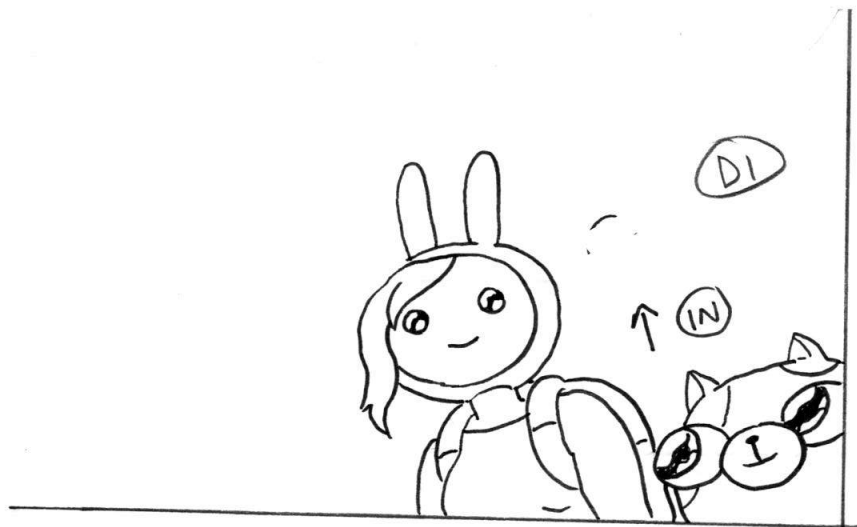
Dialog:

LSP / BOTH OF YOU BUY ME DINNER

Action:

-F+C RISE ON/S

Timing:



JAN 23 2014

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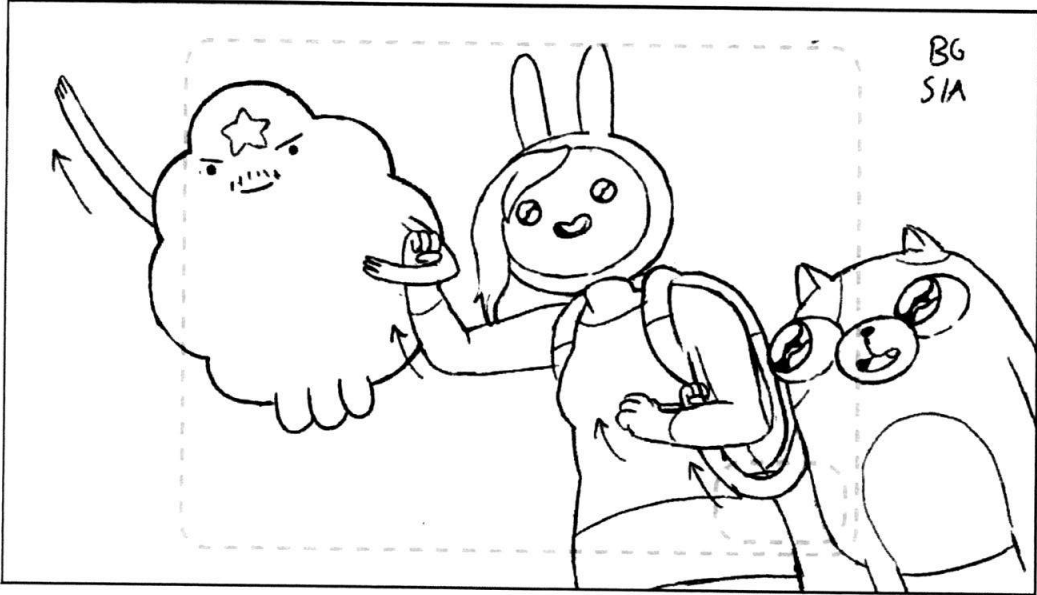
1025/167

1025/167

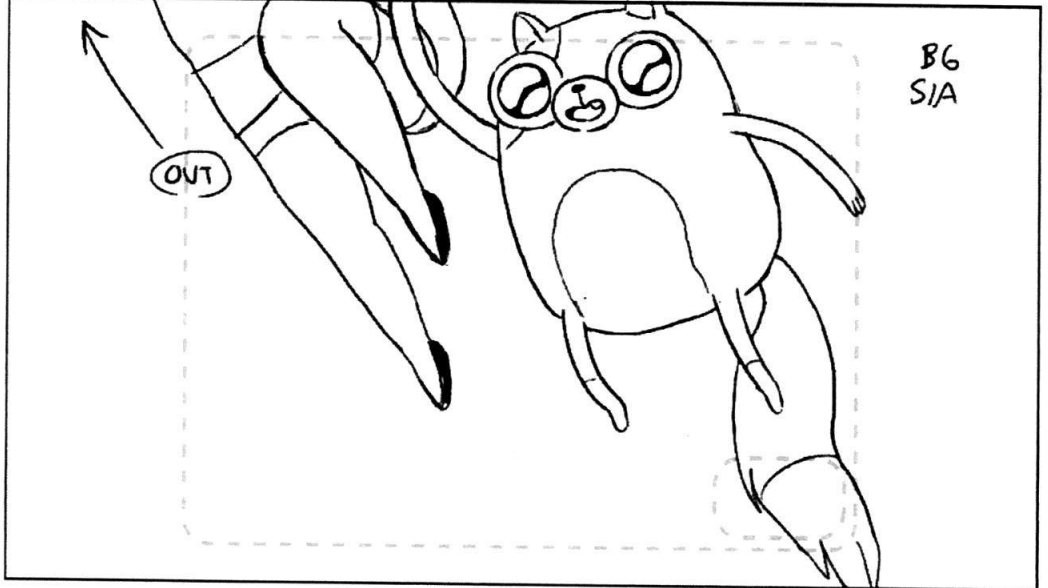
ADVENTURE TIME



Sc. 187 CONT Pnl. E Bg. day night



Sc. 187 CONT Pnl. F Bg. day night



Dialog:	F&C/ YES, YOUR HOTNESS!
Action:	LSP YANKS F&C OFF/S
Timing:	JAN 23 2014

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# ADVENTURE TIME



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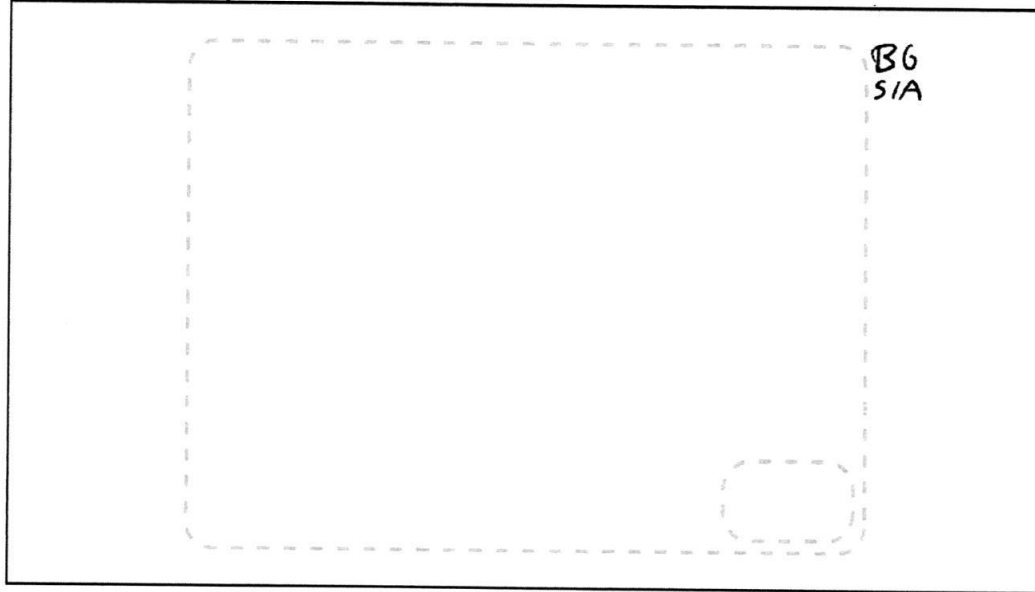
Cut

Sc. 187 *CONT*

Pnl. G

Bg.

day night

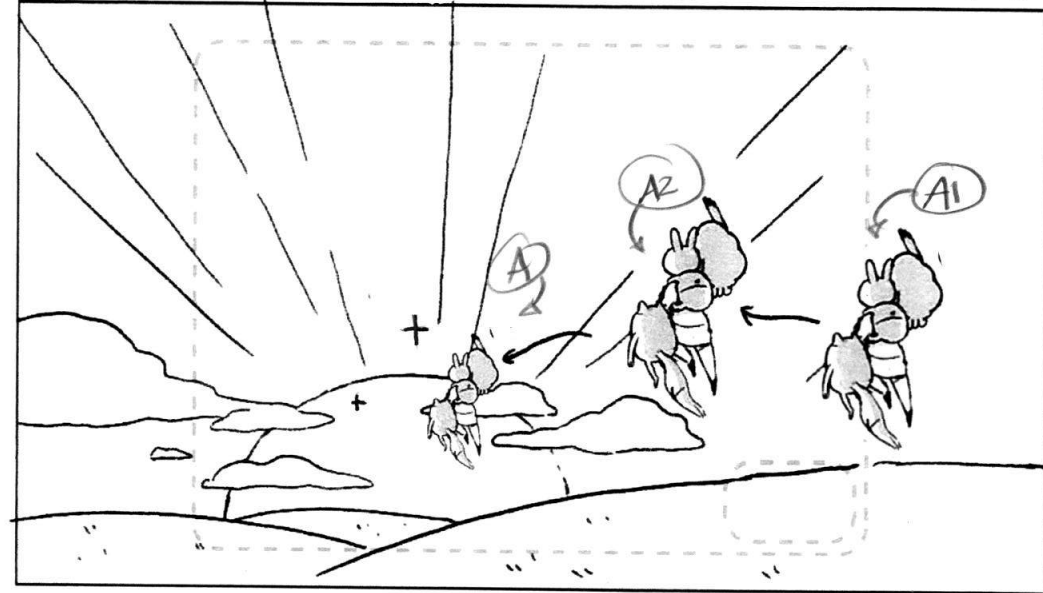


Sc. 188

Pnl. A

Bg.

day night



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Dialog:

Action:

F+C+LSP FLOAT TOWARDS SUNSET



Timing:

JAN 23 2014

Production :

1025/167

Cut

# ADVENTURE TIME



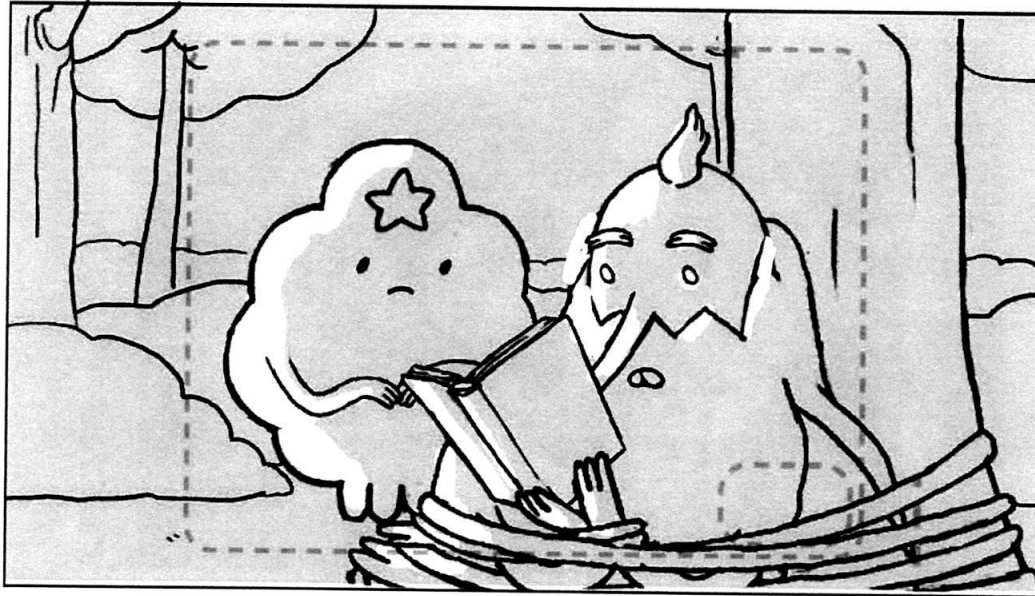
Page 270

Sc. 184

Pnl. A

Bg.

day night



Sc. 184 CONT

Pnl. B

Bg.

day night



Dialog:

IK/ AND THEN... LUMPY SPACE PRINCE BECAME SO REAL  
THAT HE COULD ACTUALLY BREAK THROUGH INTO  
THIS PLANE OF EXISTENCE...

IK/ Woh.

Action:

FIRELIGHT RIMS

- IK LOOKS AT LSP

Timing:

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ADVENTURE TIME



Sc. 189 CONT

Pnl. C

Bg.

day night



Sc. 189 CONT

Pnl. D

Bg.

day night



Dialog:

IK/ ... AND MEET HIS ONE TRUE LOVE, LUMPY SPACE PRINCESS

IK/ IT WAS REALLY HAPPENING! THE SECRET PORTAL  
BEGAN TO SHAKE AND TREMBLE..

Action:

LSP MOUTHS WORDS WHILE IK READS

Timing:

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ADVENTURE TIME



Sc. 189 *CONT*

Pnl. E

Bg.

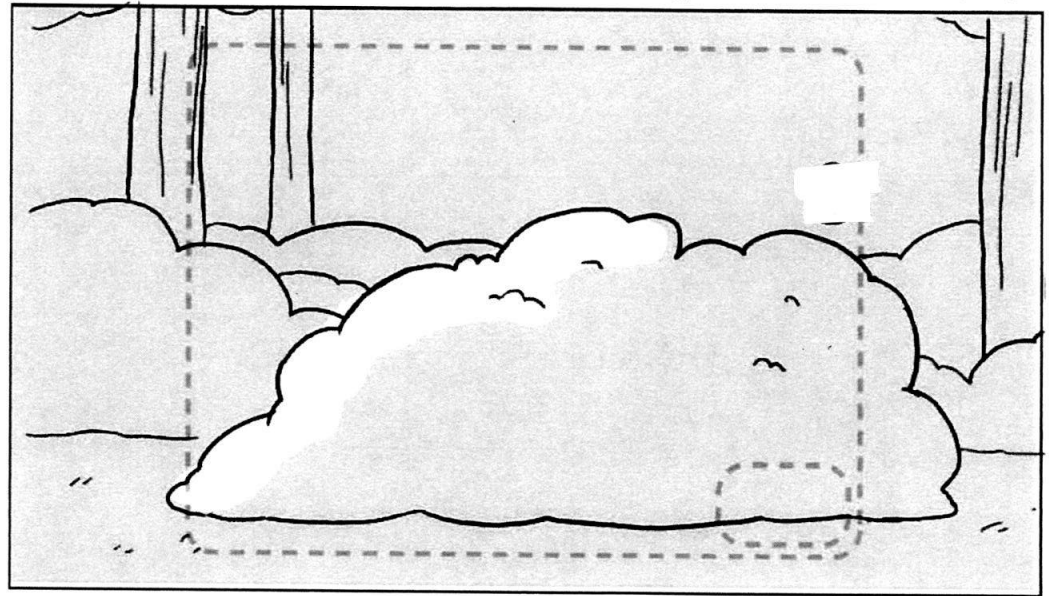
day night


Sc. 190

Pnl. A

Bg.

day night



Dialog:	LSP / [Gasp] IK <u>SFX</u> / BUSH RUSTLING
Action:	- IK TURNS  RIMS BUSH RUSTLING
Timing:	<div></div>

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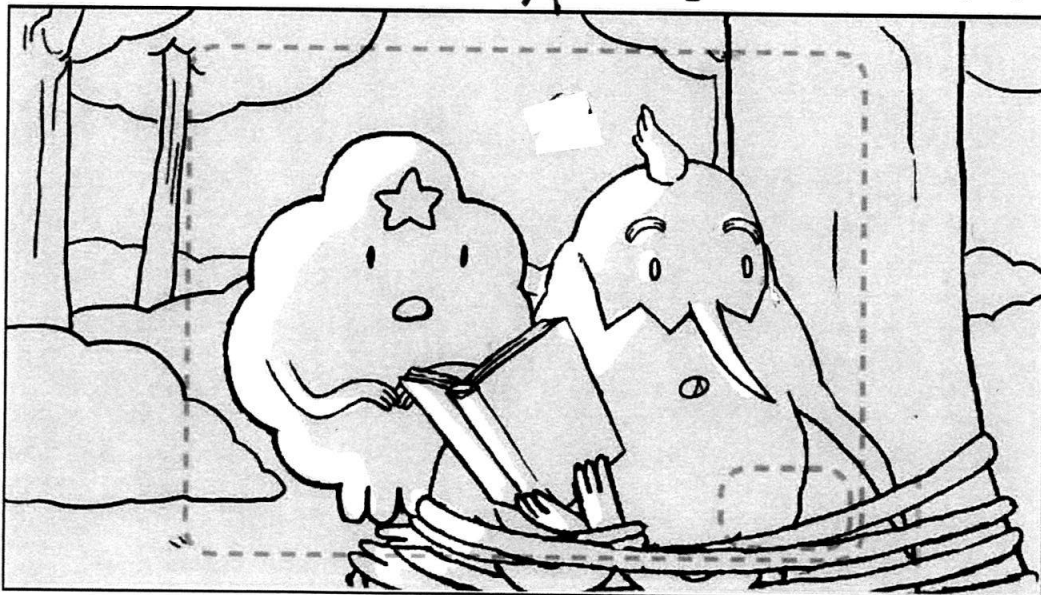
Page 223

Sc. 191

Pnl. A

Bg.

day night



Sc. 191 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



-LSP + IK LOOK AT EACH OTHER

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ADVENTURE TIME



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Sc. 191 *cont*

Pnl. C

Bg.

day night



Sc. 191 *CONT*

Pnl. D

Bg.

day night



Dialog:

IK / THE COUNTDOWN BEGAN... 10, 9, 8

JAN 23 2014

Action:

IK TURNS PAGE WITH NOSE

Timing:



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Production :

1025/167

ADVENTURE TIME



Sc. 191 *CONT*

Pnl. E

Bg.

day night



Sc. 191 *CONT*

Pnl. F

Bg.

Page 275

*275A NEXT*  
day night



Dialog:

IK / 7...6...

Action:

Timing:

IK / 5... FIVE  
SFX / BUSH RUSTLING

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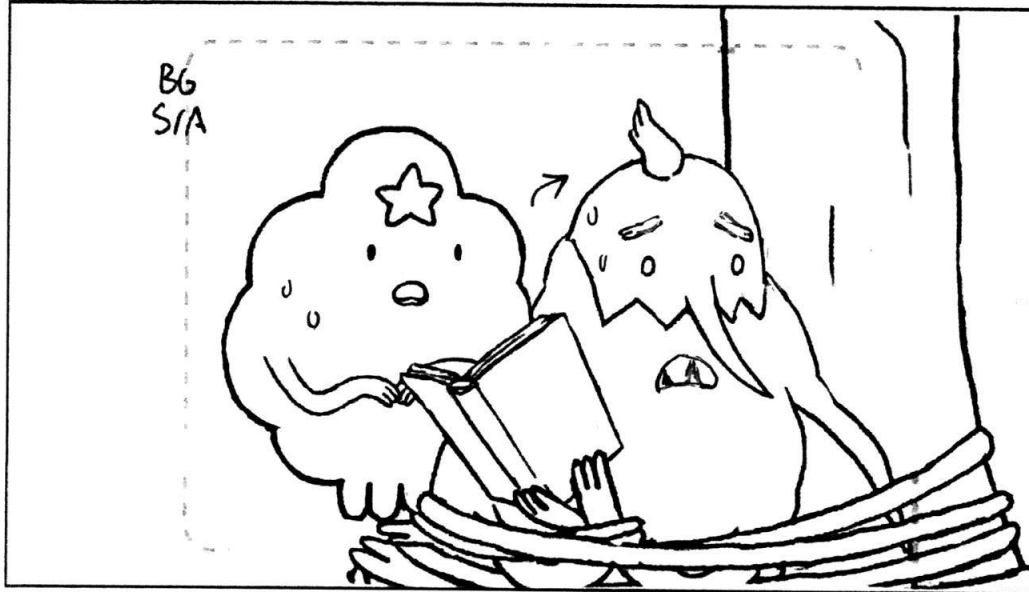


Page 275 A  
276 NEXT  
day night

Sc. 191 CONT Pnl. G

Bg.

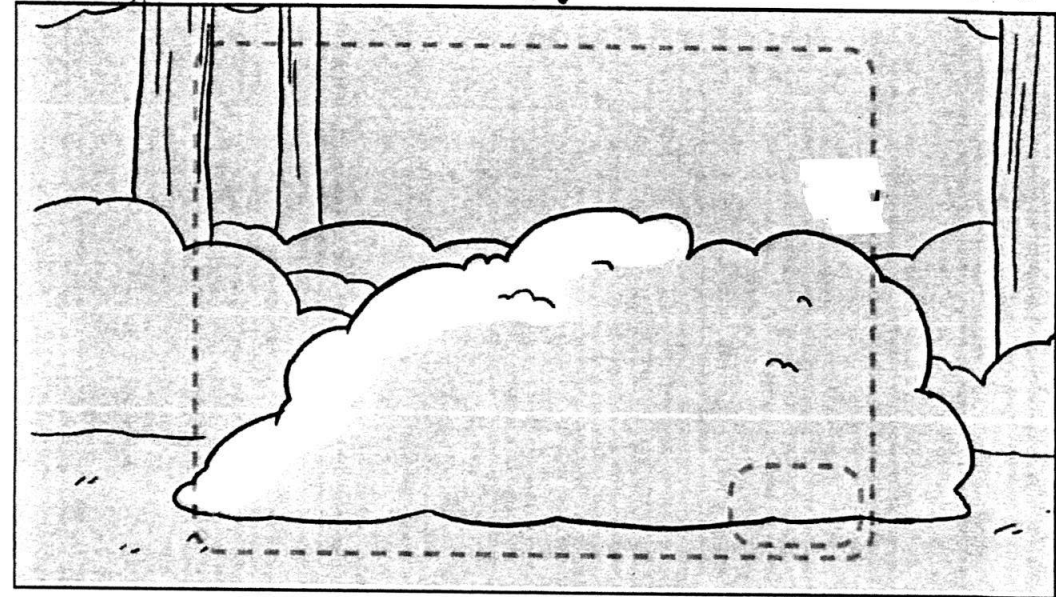
day night



Sc. 192

Pnl. A

Bg.



Dialog:

IK: 4...

IK: (o/s) 3...

Action:

- IK TURNS

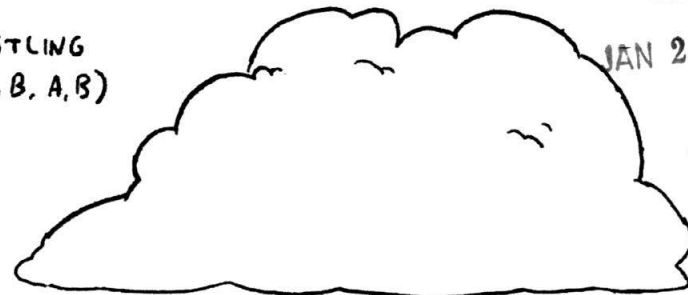
RMS

BUSH RUSTLING  
(A,B, A, B, A, B)

(A)

JAN 23 2014

Timing:



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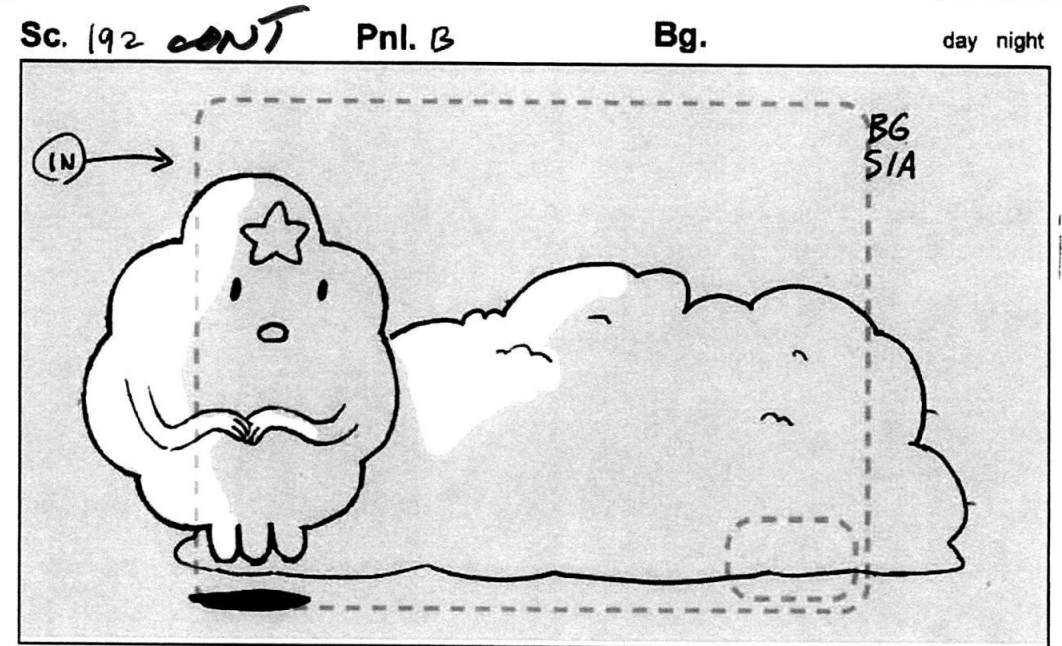
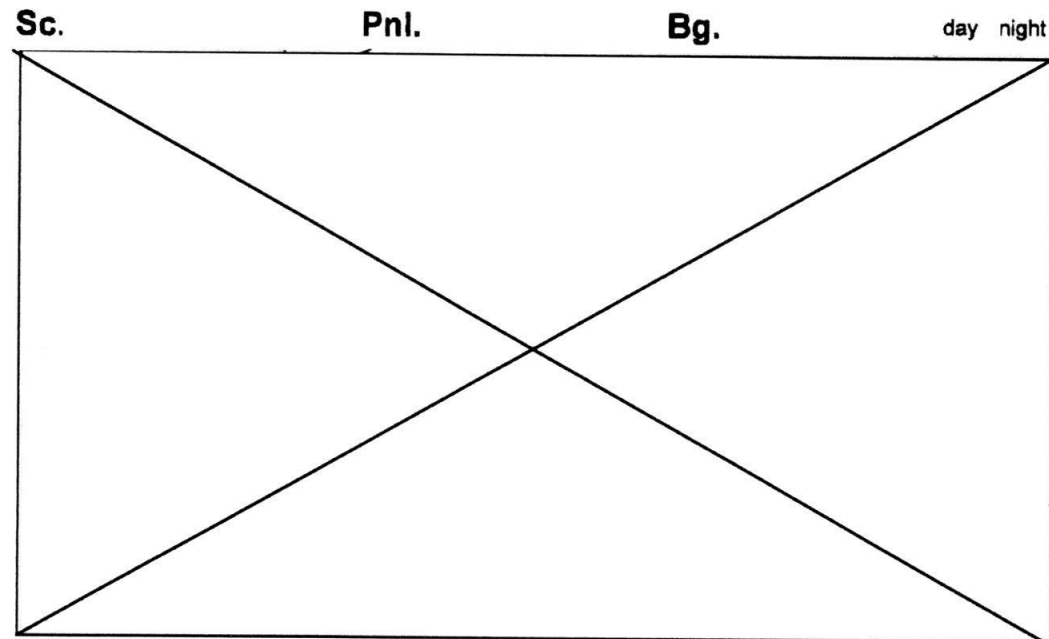
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# ADVENTURE TIME



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Dialog:

IK / (OS) 2 ... 1...

Action:

- LSP FLOATS ON/S
- BUSH STILL RUSTLING

Timing:

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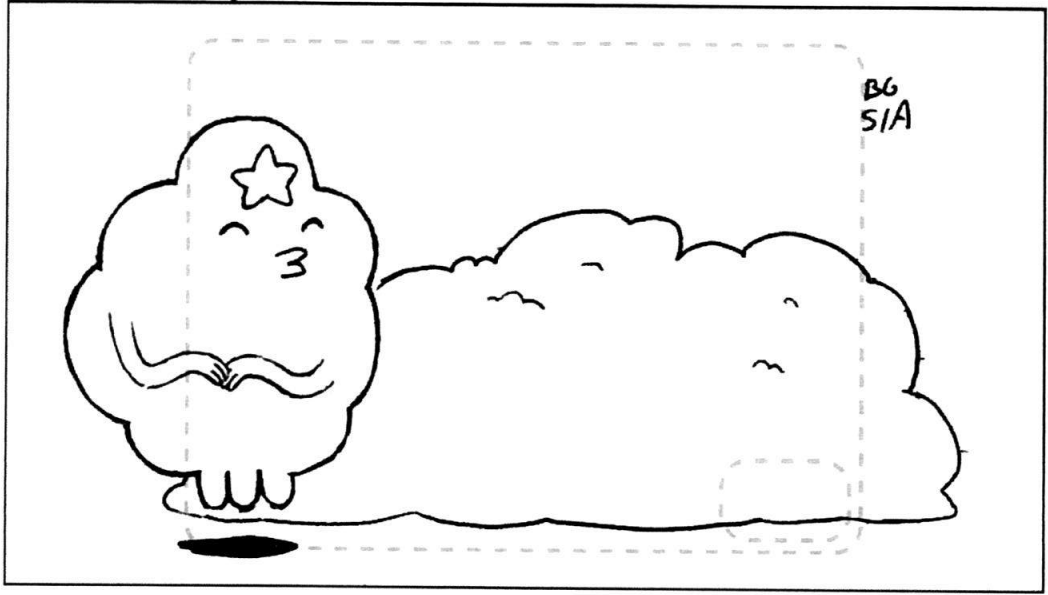


Sc. 192 *CONT*

Pnl. C

Bg.

day night

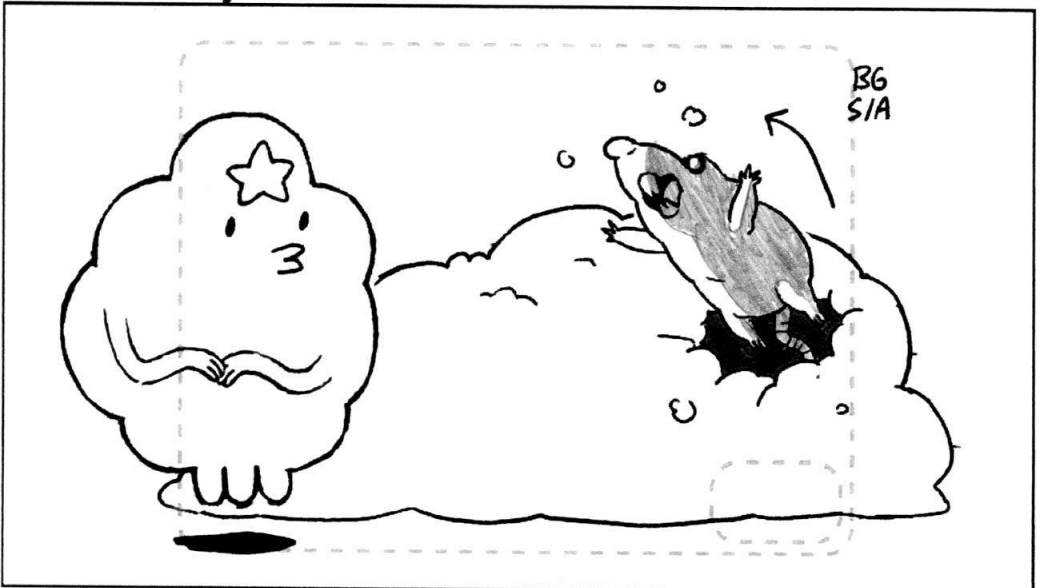


Sc. 192 *CONT*

Pnl. D

Bg.

day night



Dialog:
Action: <div>RUSTLING STOPS</div> <div>ANGRY RABID POSSUM LEAPS FROM BUSH</div>
Timing: <div>JAN 23 2014</div>

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Production :

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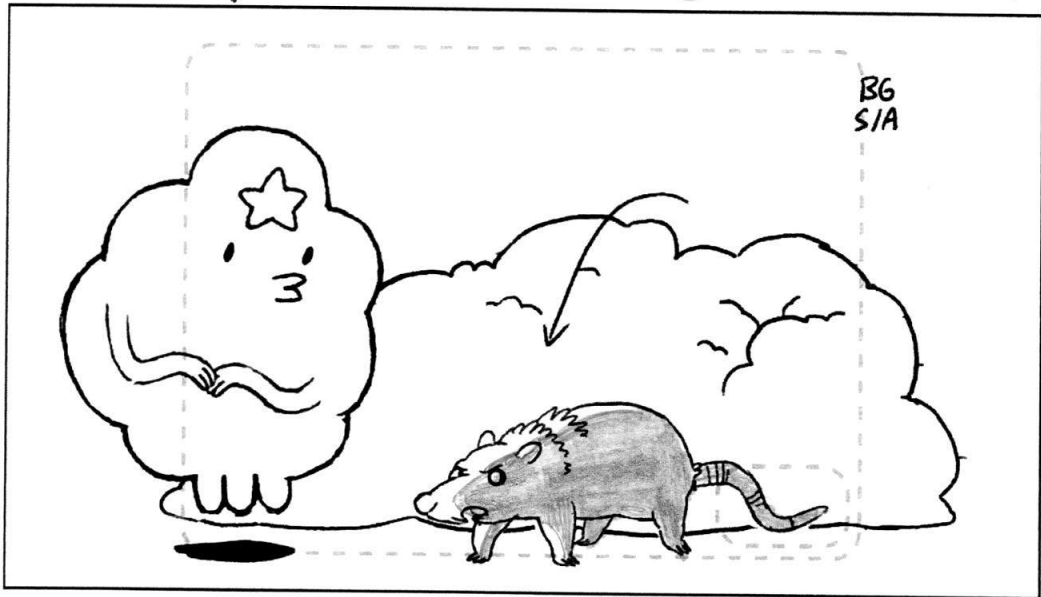
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Sc. 192 CONT

Pnl. E

Bg.

day night



Sc. 192 CONT

Pnl. F

Bg.

day night



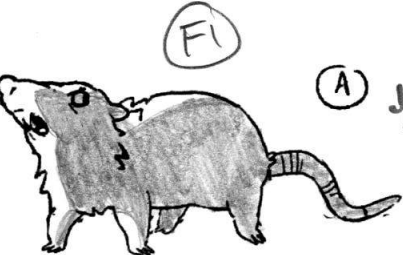
Dialog:

POSSUM: \* HISS \*

Action:

POSSUM FOAMS  
FROM MOUTH

Timing:



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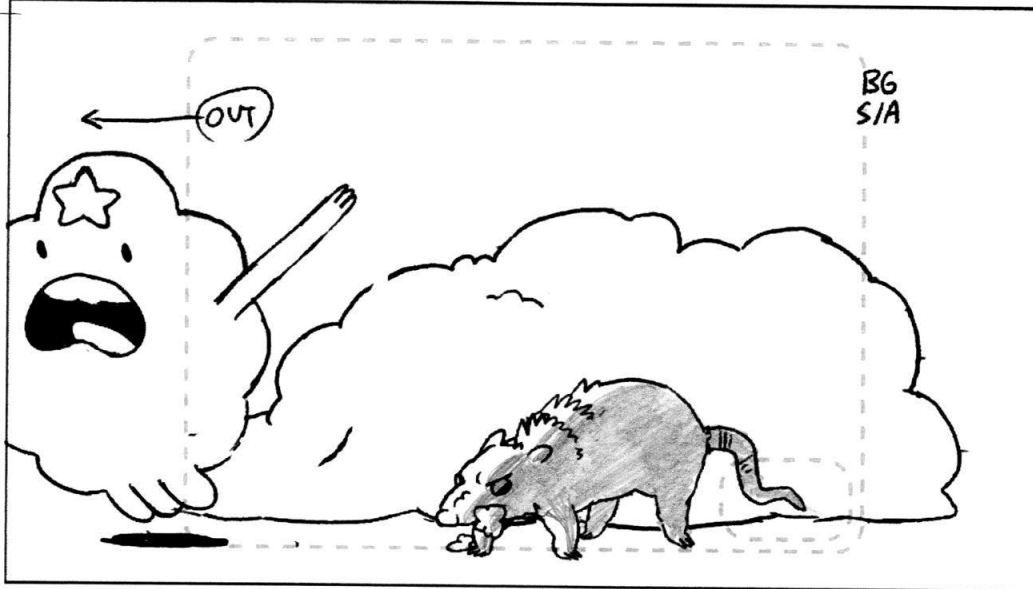
Sc. 192 CONT

Pnl.

G

Bg.

day night



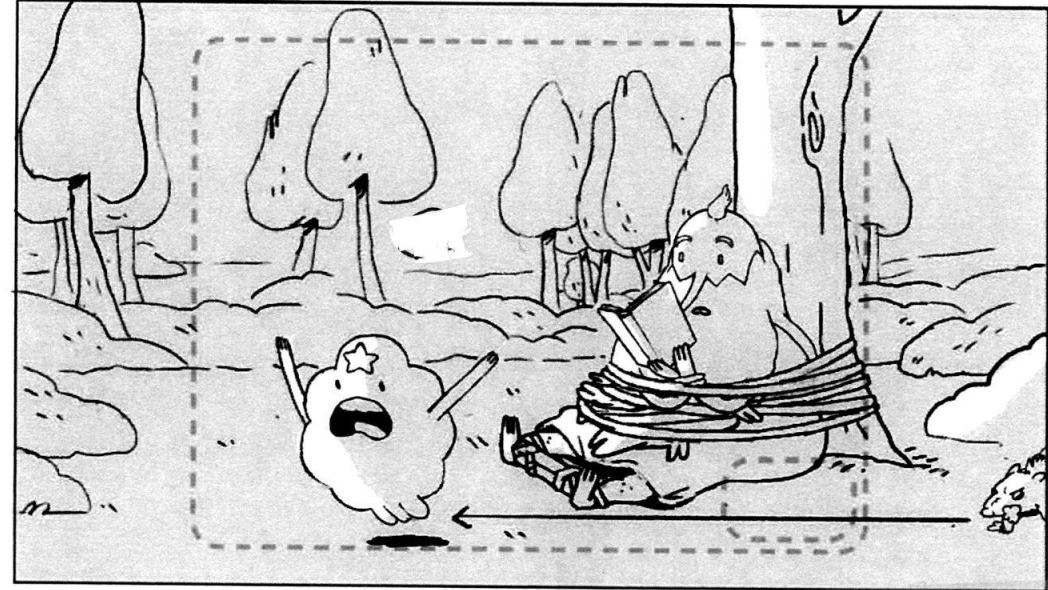
Sc. 193

Pnl.

A

Bg.

day night



Dialog:

LSP / AHH!

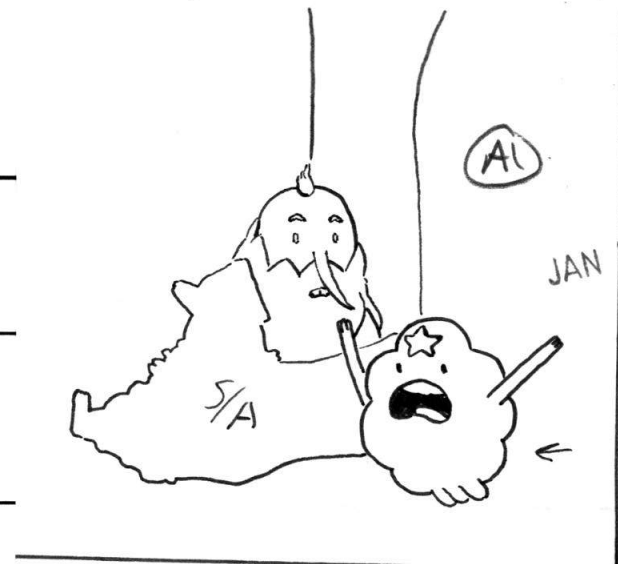
Action:

- LSP FLIES OFF/S

G



Timing:



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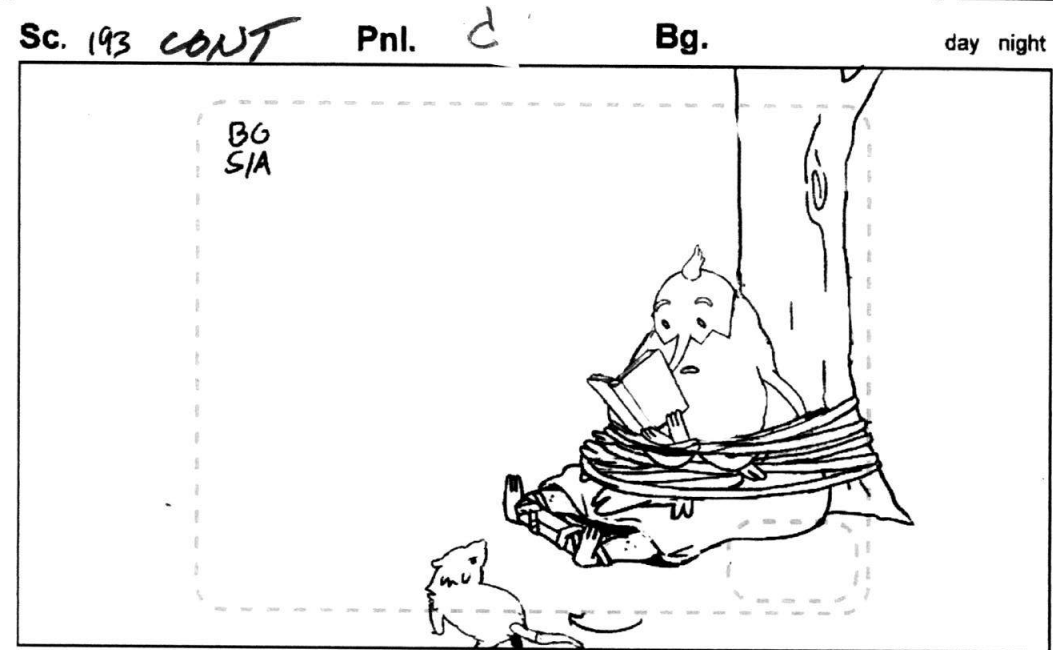
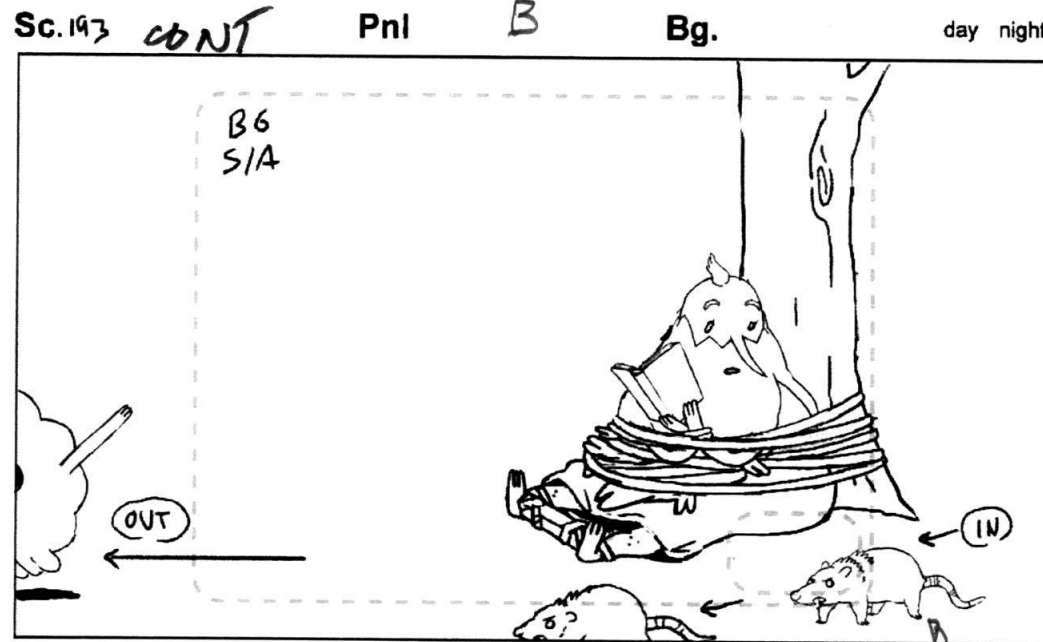
Production :

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# ADVENTURE TIME



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Dialog:

Action:

LSP- FLIES OFF/S

- POSSUM WALKS ON/S

-POSSUM LOOKS AT IK

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must not be taken from the studio without permission or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

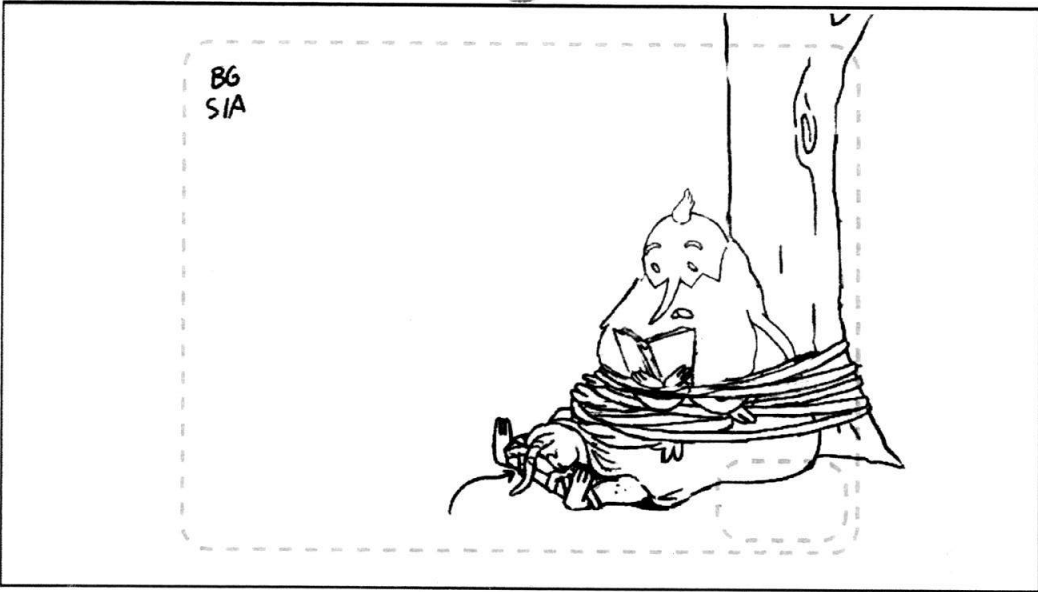


Sc. 193 CONT

Pnl. D

Bg.

day night

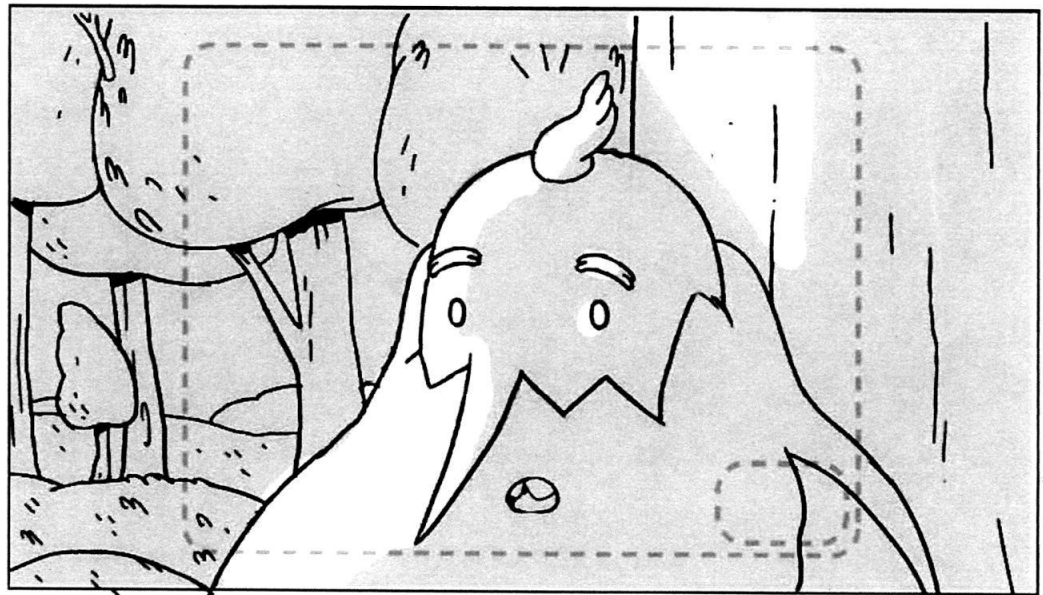


Sc. 194

Pnl. A

Bg.

day night



Dialog:



- POSSUM GOES UP IK'S ROBE

- IK REACTS WITH A START



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